

Tournament Rules

FAIR PLAY Rule:

Players, coaches, and spectators are expected to act in the nature of "Fair Play" at all times. Abuse of the referees will not be tolerated and will result in a send-off. In the event of a spectator, the send-off will be issued to the coach. The referee may end any game at any time where abuse is present, and the game will be considered final. Abuse of opponents will also result in a send-off. At the discretion of the tournament director, teams can be removed from the tournament for abusive conduct by players, coaches, or spectators. Coaches and spectators are not allowed on the field without the referee signaling them on. Player, Coaches, and Spectators are not allowed in the Scoring/Referee area, and must direct all questions to the tournament headquarters. Teams in violation of this rule may be removed from the tournament by the tournament director.

Once game time temperature exceeds 90 degrees, the Tournament Director may institute water breaks (mandatory or referee's discretion). The water break duration of 2 minutes would occur in the 1st and 2nd halves of play and the official time will not stop.

We ask that you please **DO NOT** use air horns during the tournament. This is one method of communicating during bad weather across the complex. Even if the sun is out, please refrain from the use of air horns.

*Should it be determined by the Cup & Game Committee or tournament committee that an ineligible player/coach participates in a game, that team will be removed from the tournament. All games played and any remaining scheduled games are subject to be declared a forfeit.

****12 U and younger recreational play, shall NOT engage in heading the ball in games.** When a player deliberately heads the ball in a game, an indirect free kick should be rewarded 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. **If a player does not deliberately head the ball, then the play should continue.**

*****Build Out Rule: 7v7 format ONLY. No punting is allowed.** All attacking players must move behind the build out line when the Goalkeeper has the ball during play (from the opponent) or from a goal kick. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.



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1. **Each team must have unique numbered jerseys. Alternate jerseys or numbered T-shirts must be available with a unique number for each player.** Pennies may be used over the jersey resolve color conflicts.

Goalkeepers are not required to have a number on their jersey but should be identified by number on the roster. Violators will be removed from the field and not allowed back on the field of play until player equipment is corrected.

Home Team is team listed first on schedule. **Home Team will change jerseys if there is a color conflict.**

2. Home Team will occupy the North or West **end** of the field, depending on field orientation. Player and spectator **sidelines** are setup for team/players to be on the opposite side of the field from spectators. Spectators are to sit on the spectator **sideline** at the same **end** as the team they are cheering for.

NO ONE is allowed behind the goal or end line during games.

3. A game may be declared a forfeit by the Tournament Director/Committee 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.

In order to keep games on time, the referee may start the clock of any game being held up by either team. There will be no stoppage time added to any game.

4. The only protests allowed are for ineligible player and misapplications of the laws of the game that the referee admits.

All protests must have a material impact on the outcome of the game and be reported in writing with a one Hundred Dollar (\$100) cashier's check, money order or cash. (money will be refunded ONLY if protest is won)

5. Teams will play Mini-Games in preliminary & Quarter-final games. Semi-final and Final games will be full length. Half-time will be five (5) minutes for all games.

Division	Form at	Goalie	Mini-Game Length	Full Game Length	Ball Size	Overtime
5/6 - U Rec	4v4	No	n/a	8 Minute Quarters	3	n/a
7/8 - U Rec	4v4	No	n/a	8 Minute Quarters	3	n/a
7/8 - U Acad	4v4	No	8 Minute Quarters	10 Minute Quarters	3	5 Minute Halves
*8U ONLY	7v7	Yes	20 Minute Halves	25 Minute Halves	3	5 Minute Halves
9/10 - U Rec	7v7	Yes	20 Minute Halves	25 Minute Halves	4	5 Minute Halves
9/10-U Acad	7v7	Yes	20 Minute Halves	30 Minute Halves	4	5 Minute Halves
*10U ONLY	9v9	Yes	25 Minute Halves	30 Minute Halves	4	5 Minute Halves
11/12 - U	9v9	Yes	25 Minute Halves	30 Minute Halves	4	10 Minute Halves
*12U ONLY	11v11	Yes	30 Minute Halves	35 Minute Halves	5	10 Minute Halves
13/14 - U	11v11	Yes	30 Minute Halves	35 Minute Halves	5	10 Minute Halves
15/16 - U	11v11	Yes	35 Minute Halves	40 Minute Halves	5	10 Minute Halves
17/19 - U	11v11	Yes	35 Minute Halves	45 Minute Halves	5	10 Minute Halves

* Optional formats available for some divisions allowing for more advanced teams to prepare for the format they will be playing next.

6. Brackets with three (3), four (4) or five (5) teams that play each other within the bracket, the team with the highest total points will advance from the bracket. Three (3) team brackets that play crossover games with other three (3) team brackets, the team with the highest total points of the two (2) brackets will advance. Preliminary games may end in a tie. If advancement games end in a tie, two (2) overtime halves will be played, and if the game is still tied at the end of the second overtime period, **IFAB** "kicks from the mark" will be taken to determine the winner.

NTSSA scoring system for mini-games will be as follows:

- a. 6 points for a win
- b. 3 points for a tie
- c. 0 points for a loss
- d. 1 point per goal scored in the game with a maximum of 3
- e. 1 point for a shutout (not allowing opponent to score)
- f. A forfeit game will be scored at a 3-0 win in calculating mini-games points for tiebreaker determination.

When determining “Wild Cards” if needed, the team(s) from all brackets with the next highest number of points will be selected after all bracket winners have been chosen. Age brackets that contain flights with different numbers of scheduled games, points will be determined on a 10-point system. All teams will divide points by total games scheduled in order to obtain equality with all brackets.

NTSSA tiebreaker system for mini-games will be as follows:

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

- a. Head to Head game results - winner will advance.
- b. Most number of “shutouts” - team with most “shutouts” will advance.
- c. Goal differential – team with highest goal differential against opponent will advance (maximum of five (5) goal differential) (Example: A 7-0 game = 5-0 in calculating advancement; an 11-5 game = 10-5 in calculating advancement).
- d. Fewest goals allowed - team with fewest goals allowed will advance.
- e. Fewest accumulation of caution points, 1 point for yellow and 2 points for red.
- f. IFAB Kicks from the mark

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement. In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, then the same tie breakers are used with the exception that averaging to determine b, c, d, and e will be used.

7. In divisions playing 4v4, each team must have a minimum of three (3) players on the field to start the game and there must be a minimum of three (3) players to continue the game. In divisions playing 7v7, each team must have a minimum of five (5) players on the field to start the game and there must be a minimum of five (5) players to continue the game. In divisions playing 9v9 or 11v11, each team must have a minimum of seven (7) players on the field to start the game and there must be a minimum of seven (7) players to continue the game.

8. There will be free substitution, with the referee’s consent for youth games at the following times:

- At the referee’s discretion to allow for overheated players, due to the typical high temperatures and heat.
- A player receiving a yellow card (the player carded only)
- Prior to a throw-in for the team in possession.
(The opposing team may substitute when the team in possession subs)
- Prior to a goal kick
- After a goal by either team
- After an injury by either team, when the referee stops the play
- At half-time by either team

9. **Any send-offs must be reported to the Tournament Committee immediately following the game.** Any player or coach sent-off shall automatically sit out the next played tournament game with their team (unless the send-off occurred in the last game of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played).

In order to verify that the offending player/coach serves his/her game suspension, a Sit-Out Verification form must be completed by the coach, assistant coach, or team manager and the referee must sign off on the fact that the player/coach did not participate. Player/Coach receiving send-off must then submit this

form to the tournament headquarters. Any player/coach participating in any game before submitting a referee signed sit-out verification will be considered an ineligible player/coach.

If the send-off was for fighting, or if it is the player's second tournament send-off, the player will be suspended from the remainder of the tournament.

Any player receiving three (3) cautions (yellow cards) in the tournament must sit out the next played tournament game with their team (unless the third caution occurred in the last game of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played).

The NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase the suspension at its discretion. Any player sent off must immediately report to the tournament headquarters with a manager or parent. Any coaches or spectators sent off must report immediately to the tournament headquarters.

10. All referee decisions, within the laws of the game and tournament rules, are final.

11. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.

12. The decision of the Chairman of Cup & Games or Tournament Director is final in all matters. No appeals will be allowed beyond that point.

13. 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".

14. If a game has played one full 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.

15. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament committee.

Weather guidelines:

- When the weather horns sound, please send all players and spectators to their cars.
- **Tell them DO NOT leave the complex until the coach or manager has been informed games are cancelled.**
- **One (1)** representative from each team can come to headquarters for any announcements.
- Look for weather and schedule updates via email, text, or www.WeDoTournaments.com
- Games will be postponed until there has been 15 minutes after the last lightning strike within 10 miles of the soccer fields. We will resume games at the point they were suspended, based on rule 14. At that point we will know how far behind we are on the schedule.
- **Teams and Spectators should remain off the fields until the all clear has been given and referees have started to take the field. Teams will have 10 minutes to take the field, based on rule 3, once the referees have returned to the center of the field.**
- If games cannot be resumed, game information will be posted to the tournament website. Below is a typical situation, but may change from event to event.
 - Non-Standing Divisions - we will make every effort to reschedule games to the next day for those that want to still play. If you don't care to continue playing, please stop by headquarters to get your awards.
 - Bracket Games - needed to determine standings for advancement games, therefore modifications maybe needed so that teams can make arrangements accordingly. Modifications are at the discretion of the tournament director. (ex. worst case - coin toss)
 - Advancement Games - semifinals, consolation, and finals will be played in some form or fashion. We will first attempt to play the game, if that is not possible, we will attempt to go to PK's, and finally if no other option a coin toss. The tournament director will only discuss these options with the head coach of the two teams for that said game.



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16. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament

17. **Coaches, winning and losing, will turn in completed Game Cards to the Tournament Headquarters within 15 minutes after each game. Any coach refusing to sign a game card will be suspended from their next game.**

18. Net and Flags: Will be provided by the tournament

19. Refunds are not given to any team that withdraws from the tournament after being accepted to the tournament. All teams not accepted to the tournament will be refunded in full.

20. **Any team that withdraws from a tournament less than two weeks from the start of a 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. The committee may issue sanctions to include suspension from tournament play.

For any assistance needed, see the Cup & Games Field Coordinator or call the tournament headquarters.

Thank you,

Tournament Director

