

ETX Fall Classic Tournament Rules

1. Soccer Etiquette Rule - Players, coaches, and spectators are expected to act in the nature of "Soccer Etiquette" at all times:
 - a. 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.
 - b. 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.
 - c. Coaches and spectators are not allowed on the field without referee signaling them on.
 - d. Player, Coaches, and Spectators are not allowed in the Scoring/Referee area, and must direct all questions to the tournament headquarters.
 - e. Teams in violation of this rule may be removed from the tournament by the tournament director.
2. Rosters and Players
 - a. Should it be determined by the tournament director 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.
 - b. A team's roster and paperwork must be from the same organization (e.g. USYSA state associations like NTSSA/STYSA/ASSA or US Club or etc.) including guest players.
 - i. USYSA state associations can be combined, but may not combine with US Club and vice versa.
 - c. All players participating in the tournament **MUST** be listed in Gotsoccer and be visible on the teams Check-In List/Roster **BEFORE** the paperwork deadline.
3. Jerseys/ Player Equipment
 - a. Each team must have unique numbered jerseys. Alternate jerseys or numbered T-shirts must be available with a unique number for each player.
 - b. Jerseys do not have to be identical in style, but must be of like primary color.
 - c. Pennies may be used over the jersey resolve color conflicts.
 - d. Goalkeepers are not required to have a number on their jersey, but should be identified by number on the roster.
 - e. All players must have shin guards with them covered by socks.
 - f. Equipment violators will be removed from the field and not allowed back on the field of play until player equipment is corrected.
 - g. Home Team will change jerseys if there is a color conflict. Home Team will wear light/white color and Away Team will wear dark/colored jerseys.
 - h. Both Home and Away teams should present a game ball to the referee who will choose one or both. If tournament balls are provided, they will be used as the game ball.

4. Format

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

5. Scoring System

- a. Preliminary/Pool Game will be as follows: games may end in a tie
- i. 6 points for a win
 - ii. 3 points for a tie
 - iii. 0 points for a loss
 - iv. 1 point per goal scored in the game with a maximum of 3
 - v. 1 point for a shutout (not allowing opponent to score)
 - vi. Forfeits will be scored as 3-0 for tournament points in tiebreaker determination
- b. Tiebreaker for pool play - If two or more teams are tied in points after pool play games are completed, the following tiebreaker procedures will be used to determine the team advancing:
- i. Head to Head game results - winner will advance.
 - ii. Most number of “shutouts” - team with most “shutouts” will advance.
 - iii. 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).
 - iv. Fewest goals allowed - team with fewest goals allowed will advance.
 - v. Fewest accumulation of caution points, 1 point for yellow and 2 points for red.
 - vi. IFAB Kicks from the mark
 - vii. 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
- c. Advancement Games
- i. Win or lose
 - ii. No ties, 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.

6. Divisions, Brackets and Advancement

- a. 5U – 8U recreational teams - There will be no advancement for 5U – 8U Recreational teams. All 5U – 8U recreational teams will play a minimum of 3 games. **At the conclusion** of the last game, teams may pick up their participation awards.
- b. All Other Teams (Awards for 1st & 2nd place teams only.)
 - i. 4 Team Division – each team plays the other 3 teams for pool play. The two teams with the highest points advance to a final.
 - ii. 5 Team Division – each team plays the other 4 teams for pool play. The two teams with the highest points will be awarded 1st and 2nd place, no final game.
 - iii. 6 Team Division – teams will be placed in 2 brackets of 3. The two brackets will then play a crossover for pool play. Meaning, bracket A will play the 3 teams in bracket B and bracket B will play the 3 teams in bracket A. The two teams with the highest points, doesn't matter which bracket, advance to a final.
 - iv. 8 Team Division – teams will be placed in 2 brackets of 4. Teams will then play the other 3 teams in their bracket for pool play. The two teams with the highest points from each bracket will advance to semi-finals. Teams winning in semi-final will play a final.
 - v. 10 Team Division – teams will be placed in 2 main brackets. Bracket A will have 6 teams and play a crossover bracket for pool play, see “6 team division”. Bracket B will have 4 teams and each team plays the other 3 teams for pool play. The top two teams with the highest points from bracket A and top team with the highest points from bracket B will advance to semi-finals. All remaining teams from both bracket A and bracket B will be placed as one bracket. The team with the highest pool play points will advance to semi-finals as the wildcard. Teams winning in semi-final will play a final.
 - vi. 12 Team Division – teams will be placed in 3 brackets of 4. Bracket A, B, and C will play the other 3 teams in the same bracket for pool play. The team with the highest points from each bracket will advance to semi-finals. All remaining teams from bracket A, B and C will be placed as one bracket. The team with the highest pool play points will advance to semi-finals as the wildcard. Teams winning in semi-final will play a final.
 - vii. 14 Team Division – teams will be placed in 3 main brackets. Bracket A will have 6 teams and play a crossover bracket for pool play, see “6 team division”. Bracket B and C will have 4 teams and each team plays the other 3 teams in same bracket for pool play. The top two teams with the highest points from bracket A and top team with the highest points from bracket B and C, one from each, will advance to semi-finals. Teams winning in semi-final will play a final.
 - viii. 16 Team Division – teams will be placed in 4 brackets of 4. Teams will play the other 3 teams in same bracket for pool play. The top team with the highest points from each bracket will advance to semi-finals. Teams winning in semi-final will play a final.

7. 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.
 - a. **NO ONE is allowed behind the goal or end line during games.**

8. A game may be declared a forfeit by the Tournament Director/Committee if a team is not ready to play at the published time of the game. A referee may allow 10 minutes after game time before calling it a forfeit. At half-time the teams must be ready to resume play within five (5) minutes of the referee's designation.
 - a. **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.**
 - b. **A game may be declared a forfeit for any team that is thought to be abusing this rule as an advantage.**
9. 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)
10. 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 7U and 8U four (4) players are required. In 9U and 10U (5) players are required.
11. There will be free substitution, with the referee's consent for youth games at the following times:
 - a. At the referee's discretion to allow for overheated players, due to the typical high temperatures and heat.
 - b. A player receiving a yellow card (the player carded only)
 - c. Prior to a throw-in for the team in possession. (The opposing team may substitute when the team in possession subs)
 - d. Prior to a goal kick
 - e. After a goal by either team
 - f. After an injury by either team, when the referee stops the play
 - g. At half-time by either team
12. **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).
 - a. **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.**
 - b. **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.**
 - c. 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).
 - d. 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.
13. All referee decisions, within the laws of the game and tournament rules, are final.

14. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
15. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
16. 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”.
17. 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.
18. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament director.

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, schedule, or website.
 - Games will be postponed until there has been 15 minutes after the last lightning strike within 10 miles of the soccer complex. 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.
 - Pool 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.
19. 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.
 20. **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.**
 21. Net and Flags: Will be provided by the tournament

22. 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.
23. **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:**
 - a. NTSSA Teams – may not be allowed to enter any NTSSA sanctioned tournaments until said team appears before the NTSSA Cup & Games Committee. The committee may issue sanctions to include suspension from tournament play.
 - i. Furthermore the coach will be placed on suspension from all Tournament Central ran events for 1 year and the teams club president will be notified.
 - b. All other teams – will be reported to the appropriate organization.
 - i. Furthermore the coach will be placed on suspension from all Tournament Central ran events for 1 year and the teams club president will be notified.
24. **12U and younger recreational and academy 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.
25. 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.
26. 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.
27. We ask that you please **DO NOT use air horns** during the tournament. This is our method of communicating during bad weather across the complex. Even if the sun is out, please refrain from the use of air horns.