



## **Rules**

### **13<sup>th</sup> Annual Spring Bash**

### **May 15<sup>th</sup>-17<sup>th</sup>, 2020**

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. 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.

3. 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.

4. Heading

- a. Players on 12U and younger recreational teams and on 7U-10U academy teams shall NOT engage in heading the ball in games. Players on 11U and younger competitive teams shall NOT engage in heading the ball in games.
- b. 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.

c. If a player does not deliberately head the ball, then the play should continue.

#### 5. Build Out Rule: 7v7 format ONLY

a. No punting is allowed.

b. 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.

#### 6. 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, US Club or etc.) including guest players.

i. USYSA state association registered members can be combined but may not combine with US Club Soccer registered members 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.

#### 7. 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.

8. 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.

#### 9. Format

a. Teams will play full length games for all preliminary games and advancement games (quarter-finals, semi-finals, and finals). Half-time will be five (5) minutes for all games.

DIVISION	FORMAT	GOALIE	GAME LENGTH	BALL SIZE	OVERTIME
<b>5/6 U</b>	4v4	No	8 min quarters	3	n/a
<b>7/8 U Rec</b>	4v4	No	10 min quarters	3	n/a
<b>9/10 U Rec</b>	7v7	Yes	25 min halves	4	2 – 5 min halves
<b>7/8 U Acad</b>	4v4	No	20 min halves	3	2 – 5 min halves
<b>8/9/10 Acad</b>	7v7	Yes	25 min halves	4	2 – 5 min halves
<b>10U Acad</b>	9v9	Yes	30 min halves	4	2 – 10 min halves
<b>11/12U Rec/Comp</b>	9v9	Yes	30 min halves	4	2 – 10 min halves
<b>11/12U Comp</b>	11v11	Yes	35 min halves	5	2 – 10 min halves
<b>13/14U</b>	11v11	Yes	35 min halves	5	2 – 10 min halves
<b>15/16U</b>	11v11	Yes	40 min halves	5	2-10 min halves
<b>17/19U</b>	11v11	Yes	45 min halves	5	2 -10 min halves

#### 10. 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 penalty mark (KFPM)
- 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.

11. 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 - \*\* Formats below are guidelines only. Tournament Director may choose a different competitive format/method for advancement if it is deemed in the competitive interest of the division and the teams there-in.

- 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.

12. 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.

13. 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)

14. 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.

15. 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 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

16. ***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 North Texas Soccer Cup & Games 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.

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

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

19. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.

20. 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".

21. 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.

22. 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 21. 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.

23. This tournament includes a rainout weekend, May 30 – June 2, 2019. All teams are expected to be available to play on both weekends; teams must manage their obligations accordingly. If the tournament is cancelled due to inclement weather before any games kick off on the primary weekend of May 16-19, then the tournament will be rescheduled to the rainout weekend, May 30-June 2. If inclement weather cancels the tournament during the primary weekend, May 16-19, after play has started, but 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. If the tournament is rescheduled to the rainout weekend, May 30 – June 2, and a team is not available to compete in the tournament on the rainout weekend, then that team may not be eligible to receive any refund, partial or otherwise, of the team's registration fee. If inclement weather cancels the tournament on the rainout weekend, May 30 – June 2, prior to the completion of a participating 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.

24. Both teams, 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.

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

26. 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.



27. 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. North Texas Soccer Teams – may not be allowed to enter any sanctioned tournaments until said team appears before the North Texas Soccer Cup & Games Committee. The committee may issue
- b. All other teams – will be reported to the appropriate organization.

For any assistance needed during the tournament, see a staff member or visit the tournament headquarters. sanctions to include suspension from tournament play.