

## **San Angelo FC Spring Warm-Up 2010 Tournament Rules**

### **Rules of Play**

Except as otherwise provided herein, the rules of FIFA, USYSA, and NTSSA shall govern this tournament.

### **Eligibility**

Age: The age groups for this tournament shall be in accordance with the USYSA age groups for the current seasonal year. Divisions for single age groups will be implemented if there are enough entries as determined by the tournament committee.

Registration: All players must be registered with their respective USYSA National Affiliate. All out of state teams are required to have appropriate travel papers and cards.

### **Team Roster:**

1. Teams shall have no more than eighteen (18) rostered players for U-11 and above.
2. A maximum of five (5) guest players allowed for U-11 and above, competitive teams.
3. Recreational teams are allowed a maximum of three (3) guest players.
4. A certified state roster must be presented at check in. Approved guest player forms must accompany roster for all guest players. There will no changes to roster after check in.

### **Credentials/Team Check In:**

1. Teams may check in at the registration on Friday night, with the exception that out of town teams may check in 30 minutes prior to their first game on Saturday.
2. All teams **must have their roster, guest player forms, and medical release forms approved by the tournament committee.** Out of state teams will need to present their travel roster and cards.
3. Each team will receive 3 game cards at check-in. The winning team is responsible for turning in a complete game card to the tournament headquarters immediately after the games completion. If a game results in a tie, the home team is responsible for turning in a complete game card.

**Duration of Games:**

| <b>DIVISION</b> | <b>MINI GAME LENGTH</b> | <b>FULL GAME LENGTH</b> | <b>BALL SIZE</b> | <b>OVERTIME</b>      | <b># OF PLAYERS</b> |
|-----------------|-------------------------|-------------------------|------------------|----------------------|---------------------|
| U-05/06         | 4-8 Min.<br>Quarters    |                         | 3                | N/A                  | 4 no goalie         |
| U-07/08         | 4-10 Min.<br>Quarters   |                         | 3                | N/A                  | 6 includes goalie   |
| U-09/10         | 20 Min.<br>Halves       | 25 Min.<br>Halves       | 4                | 2-10 Min.<br>Periods | 7 includes goalie   |
| U-11/12         | 25 Min.<br>Halves       | 30 Min.<br>Halves       | 4                | 2-10 Min.<br>Periods | 11 includes goalie  |
| U-13/14         | 30 Min.<br>Halves       | 35 Min.<br>Halves       | 5                | 2-10 Min.<br>Periods | 11 includes goalie  |
| U-15/16         | 30 Min.<br>Halves       | 40 Min.<br>Halves       | 5                | 2-10 Min.<br>Periods | 11 includes goalie  |
| U-17/19         | 35 Min.<br>Halves       | 45 Min.<br>Halves       | 5                | 2-10 Min.<br>Periods | 11 includes goalie  |

Semifinals and finals will be full length games.

All preliminary games will have a five (5) minute halftime. Semifinals and Finals will have a ten (10) minute halftime.

Overtime Rules: A tie in a preliminary game will be considered a complete game. In the event of a tie in semifinal and final game, the following procedure will be followed: 1. Two ten (10) minute overtime periods will be played. 2. If still tied, penalty kicks (as defined in FIFA “Laws of the Game”) will be used to determine a winner.

Unfinished Games: All games stopped after the second half is underway will be considered complete. The game clock will not be stopped because of injury to any player, unless, at the discretion of the referee, the injured player must be removed from the field of play by medical personnel. In case of extremely hot or humid conditions, water breaks may be designated by the tournament director. Due to the time allowed for the completion of all games, the clock must run continuously.

Inclement Weather/Field Conditions: In the event of inclement weather, the tournament committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully. Coaches are asked to be patient and remain flexible-changing the format of a tournament is a major undertaking. The Tournament Director has the authority to temporarily suspend play due to unsafe weather conditions. Teams should remain (safely in cars or shelter) in the vicinity for game resumption. If lightning is sighted, the tournament director will immediately suspend play and clear the fields. Play will resume after 25 consecutive minutes of no lightning. If inclement weather forces cancellation of the tournament prior to the start of the first scheduled game, a maximum of fifty percent (50%) will be retained by the tournament to cover start up costs.

## **NTSSA Tournament Rules**

1. Each team must have numbered alternate jerseys or numbered T-shirts available. Violators will be removed from the field and not allowed back on the field of play until players' equipment is corrected. Home Team is team listed first on schedule. Home Team will change jerseys if there is a color conflict. Home Team will occupy either the North or West side of playing field. Home Team should provide a game ball.
2. A game shall be declared a forfeit if a team is not ready to play at the published time within five (5) minutes of the mini-games and within ten (10) minutes of the full-length games. At half time the teams must be ready to resume play within five (5) minutes of the referee's designation.
3. 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 either a one hundred dollar (\$100) cashier's check, money order or cash deposit, before the end of the game to the tournament field headquarters. The \$100 shall only be refunded if the protest is upheld.
4. Teams will play Mini Games in preliminary games. Semi-final and Final games will be full length. Half time will be 5 minutes.
5. Brackets with three (3) or four (4) teams that play each other within the bracket, the team with the highest total points will be the "bracket winner." Three team brackets that play crossover games with other three (3) team brackets, the two (2) teams with the highest total points of the two (2) brackets will advance. Preliminary games may end in a tie. If semi-final or final 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, FIFA "kicks" from the penalty spot will be taken to determine the winner. Brackets with an odd number of teams play a round-robin, with 1st place going to the team with the most points and 2nd place going to the team with the second-highest points OR these 1st and 2nd place teams from the round-robin will play in a Final game. Ties are broken under rules in 5.B.
  - 5.A. **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 shut out (not allowing opponent to score)
    - f. A forfeit game will be scored as a 3-0 win in calculating mini games points for tie-breaker determination.
  - 5.B. **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 tie breaker procedures will be used to determine the team advancing:

- goals  
points  
advancement; a
- a. Head to Head game results - winner will advance.
  - b. Most number of "shut-outs" - team with most "shut-outs" will advance.
  - c. Goal differential - team with highest goal differential against opponents (goals scored less goals against—maximum of 3) will advance. Only the first 3 scored by any team in any game will be counted in calculating winning for advancement. (Example: A 4-1 game = 3-1 in calculating 10-4 game = 3-3 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 point for red.
  - f. Penalty kicks.

These tie breaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement.

6. The “Wild Card” team is the second place team with the highest number of points. The “Wild Card” team will be determined by the following procedure in age divisions with an unequal number of teams (4-4-4; 4-3-3; etc) in brackets. Each team in the age division will divide their points by total games scheduled to determine the team with the highest percentage. The team with the highest percentage will advance to the next level of play. In the event of a percentage tie between teams, then the tiebreaker procedure in five (5) B above will determine the “Wild Card”.
7. 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.
8. There will be free substitution, with the referee's consent, at the following times:
  - A player receiving a yellow card (the player carded only)
  - Prior to a throw-in for the team in possession only
  - Prior to a goal kick
  - After a goal by either team
  - After an injury, when the referee stops the play
  - At half time by either team (or between quarters in U-8)
  - In case of extreme heat, at the referees discretion
9. Any send-offs should 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. 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 two (2) cautions (yellow cards) in the tournament must sit out the next played tournament game. The NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase the suspension at its discretion.
10. All referee decisions are final. No protests will be allowed, except for ineligible player.
11. The Chairman of Cup & Games, 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 is played into the second half but is stopped short of full time, other than by 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 tie breaker 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.
16. Any team that withdraws from a tournament or does not complete all required scheduled games, will 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 will forfeit their entry fee and performance bond, if one has been posted.
17. In case of rain - HARD RAIN, NOT A SPRINKLE - call the headquarters and/or visit the web site before you leave for the game. If inclement weather cancels the tournament (or any complete divisions) prior to start of first scheduled game, a maximum of 50% of the entry fee of the affected teams will be retained by the tournament to cover start-up cost of the tournament.
18. All scores shall be turned in to the Field Coordinator by the Referee. The winning team shall also report the score of the game to the Field Coordinator immediately after the game.

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

**Rain out number for team managers to call is (325) 942-5425**