

NTSSA TOURNAMENT RULES

TERRELL SOCCTOBER FEST TOURNAMENT

- 1 All teams must check in one (1) hour prior to first scheduled game.
- 2 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 player equipment is corrected. Home Team is team listed first on schedule. Home Team will change jerseys if there is a color conflict. Both teams will occupy the side of the field designated for the team. This will be the opposite side of the bleachers for spectators.
- 3 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 two (2) 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) cashier's check, money order or cash deposit before the end of the game to the tournament director.
- 5 Teams will play Mini-Games in preliminary & quarter-final games, and semi-final. Final games will be full length. Half-time will be five (5) minutes.

DIVISION	MINI-GAME LENGTH	FULL GAME LENGTH	BALL SIZE	OVERTIME
U-10	20 Minute Halves	25 Minute Halves	4	2-10 Minute
U-12	20 Minute Halves	30 Minute Halves	4	2-10 Minute
U-14	25 Minute Halves	35 Minute Halves	5	2-10 Minute
U-16	30 Minute Halves	45 Minute Halves	5	2-10 Minute
U-19	30 Minute Halves	45 Minute Halves	5	2-10 Minute

5. Brackets with three (3) or four (4) teams that play each other within the bracket, the team with the highest total points will advance from the bracket. Three team brackets that play crossover game with other three team brackets, the two (2) teams with the highest total points of each bracket will advance. Additional, if a "wildcard" must be used, the teams that advance will be the next highest point totals in combined brackets, as described in the Semi-Finals and Finals Schedule. The advancement procedures will be modified as required based on the number of teams in a particular bracket. Teams will be placed in brackets considering previous experience as well as age. The number of teams in an age bracket determines whether competition is round robin or has finals and/or semi-finals. Preliminary games may end in a tie. If Semi Final games end in a tie, FIFA "kicks" from the penalty spot will be taken to determine the winner. If 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.
6. 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.

7. 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 opponents will advance (maximum of three (3) goals scored - goals against. Only the first three (3) goals scored by any team in any game will be counted in calculating winning points for advancement. (Example: A 4-1 game = 3-1 in calculating advancement; a 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 points for red.
 - f. Penalty kicks

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

- 8 The “Runner up” team is the second place team with the highest number of points. .
- 9 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.
- 10 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
In case of extreme heat, at the referee’s discretion
- 11 Any send-offs should be reported to the Tournament Committee immediately following the game. Any player or coach sent-off (other than on account of receiving two cautions in the same game) 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). 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.
- 12 **All referee decisions are final.** No protests will be allowed, except for ineligible player.
- 13 The Chairman of Cup & Games, tournament director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
- 14 The decision of the Chairman of Cup & Games or Tournament Director is final in all matters. No appeals will be allowed beyond that point.
- 15 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”.

- 16 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.
- 17 In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament committee.
- 18 In all NTSSA State sponsored tournaments, all scores shall be turned in to the SCOREKEEPER by the COACH. The referee will sign the Misconduct and Game Report and return to the coach after each game. It is the coach’s responsibility to make sure the Misconduct and Game Report is fully completed by the referee & turned in to headquarter within fifteen (15) minutes of the end of your game to avoid a forfeit. Any incomplete forms will be considered a forfeit.
- 19 Net and Flags: All teams shall have a net and two corner flags available. Both teams will be responsible for putting up and taking down nets and flags. In the event a net or other equipment is missing from the field, the game will be played at the discretion of the referee. If Host Association is to furnish nets and flags, the first teams to play each morning will put up the nets and flags, and the last teams to play will take them down and leave them at one corner of the goal posts. Bring a supply of stakes for your game. Some associations do not furnish net stakes. Do not use tape to hold up nets.
20. 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.
- 21 All teams not accepted by the tournament will be refunded in full within ten (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.)
22. In case of rain - HARD RAIN, NOT A SPRINKLE - call Marcy Nunez @ 972-524-7267 or check www.terrellsoccer.com If inclement weather cancels the tournament prior to start of first scheduled game, a maximum of fifty percent (50%) of the entry fee will be retained by the tournament to cover start-up cost of the tournament.

For any assistance needed, see the Tournament Director or come to the field headquarters.