

Winter Cup 2012 Tournament Rules



1. Each team must have numbered alternate jerseys or numbered T-shirts available. The home team is listed first or on top in the schedule. Both teams will occupy the same side of the field. Parents and un-rostered visitors will occupy the opposing side from the teams. In case of uniform conflict, the home team is responsible for changing to an alternate color; however the visitor must arrive wearing their darkest uniform. This is to circumvent a problem where the visiting team wants to wear white to force the home team into a darker uniform. The complex director will resolve any dispute. Each team must be prepared to present a game ball to the Referee prior to the start of the game for his/her selection
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 a one hundred dollar (\$100.00) cashiers check, money order or cash deposit, before the end of the game to the tournament field headquarters.
4. Each team must be able to present its validated tournament game roster and player cards (if from outside NTSSA) to the Tournament Official prior to the start of each match, if requested. A player may play for only one team in the tournament and must be listed on the approved roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association.
5. Teams will play Mini Games in preliminary & quarterfinal games. Semi-final and Final games will be full length. Half time will be 5 minutes.

Age	DIVISION	MINI GAME LENGTH	FULL GAME LENGTH	BALL SIZE	OVERTIME -semi and finals	Roster Size	Playing Format
U7-U8	Academy	20 min halves	25 min halves	4	FIFA Kicks	14	8 v 8
U9	Academy	20 min halves	25 min halves	4	FIFA Kicks	16	9 v 9
U10	Academy	20 min halves	25 min halves	4	FIFA Kicks	18	11 v 11
U11-U12	Competitive	25 min halves	30 min halves	4	FIFA Kicks	18	11 v 11
U13-U14	Competitive	30 min halves	35 min halves	5	FIFA Kicks	18	11 v 11
U15	Competitive	35 min halves	40 min halves	5	FIFA Kicks	18	11 v 11
U16	Competitive	35 min halves	40 min halves	5	FIFA Kicks	22	11 v 11
U17-U19	Competitive	35 min halves	45 min halves	5	FIFA Kicks	22	11 v 11

6. Brackets with 3 or 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 the two (2) brackets will advance.
7. Preliminary games may end in a tie. Tiebreaker rules will apply for teams tied to determine which team advances to playoffs. If teams are still tied, FIFA "kicks" from Penalty spot will be taken to determine winner. If Quarter Final, Semi-Final, or Final games end in a tie, FIFA "kicks" from the penalty spot will be taken to determine the winner.
8. 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 at a 3-0 win in calculating mini-games points for tiebreaker determination.
9. **It will be the responsibility of the both teams to turn in game sheet/score card to the tournament officials at the tournament tent where your game is played, unless instructed otherwise.** The coach must verify the posted score prior to the team's next game. If any discrepancy between the two teams reported scores, then the referees score will be final.

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10. If, in the first round of the championship series, the predetermined pairings result in two opponents from the same bracket, realignment of the pairings may be made by the Tournament Committee.
11. 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:
 - 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 will advance (maximum of 5) goals scored - goals against.

Only the first 5 goals scored by any team in any game will be counted in calculating winning points for advancement. (Example: A 4-1 game = 4-1 in calculating advancement; a 10-3 game = 5-3 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. FIFA kicks (kicks from the penalty spot)

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

12. The "Wild Card" team is the 2nd 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.
 - a. Each team in the age division will divide their points by total games scheduled to determine the team with highest percentage.
 - b. The team with highest percentage will advance to the next level of play.
 - c. In the event of a percentage tie between teams, then the tiebreaker procedure above will determine the "Wild Card".
13. 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.
14. There will be free substitution, with the referee's consent, at the following times:
 - a. A player receiving a yellow card (the player carded only)
 - b. Prior to a throw-in for the team in possession only
 - c. Prior to a goal kick
 - d. After a goal by either team
 - e. After an injury, when the referee stops the play
 - f. At half time by either team
 - g. In case of extreme heat, at the referees discretion

15. Team Discipline ("Cumulative Card System") (North Texas Rule 3.11.2.3):
 - a. Yellow Cards - One game automatic suspension for the game following an individual's third yellow card. Two game automatic suspension for the game following such individual's fifth yellow card of the tournament. One game automatic suspension for the game following such individual's sixth yellow card of the tournament.
 - i. **NOTE:** A player/coach/assistant coach receiving a second yellow card in a single game is suspended for the balance of that game, and those two yellow cards are then added to such individual's previous total of yellow cards for that tournament to determine whether additional game suspensions, if any, are required.
 - ii. Red cards issued *solely* as a result of a second yellow in a single game will not be added to such individual's red card total for the tournament.
 - b. Red Cards - One game automatic suspension for the game following an individual's first red card of the tournament. Automatic suspension, pending a hearing, from all NTSSA-sanctioned activities following such individual's second red card of the tournament.
 - i. Red cards issued *solely* as a result of a second yellow card in a single game will not be added to such individual's red card total for the tournament.
 - ii. **NOTE:** In cases where, during a single game, an individual receives a yellow card followed by a "straight red card" (as opposed to a red card issued solely as a result of a second yellow) both cards will be added to such individual's respective total of red and yellow cards for the tournament and punished accordingly.
 - iii. If Tournament Officials determine that a red card was issued for an infraction that was not an "expulsion" offense in accordance with the FIFA Laws of the Game, such officials may reduce the red card to a yellow card and assess sanctions accordingly.
 - iv. The Tournament Officials may not, however, do away with the card altogether. A full report of this action must be sent to NTSSA.
 - c. Seventh Card - Any individual obtaining a seventh card in tournament play shall be immediately suspended pending a hearing with NTSSA A&D Committee (meaning any combination of yellow and red cards totaling seven).

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- d. The Sit-Out Verification Form (used for any player, coach, manager, or spectator, sitting out a game due to disciplinary action) must be signed by the referee.
 - e. Any individual that has been ejected must leave the field area within two minutes of the ejection or the game will be forfeited. Ejection for fighting or violate conduct will automatically result in the person not being allowed to participate in the remainder of the Tournament.
 - f. The Coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated.
16. All referee decisions are final. No protests will be allowed, except for ineligible player.
17. The Chairman of Cup & Games, tournament director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
18. The decision of the Chairman of Cup & Games or Tournament Director is final in all matters. No appeals will be allowed beyond that point.
19. In the event the referee or linesmen are missing from the field, report immediately to your Field Coordinator.
20. 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.
21. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament committee.
22. Net and Flags will be provided by the Tournament.
23. 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. All teams not accepted by the tournament will be refunded in full within 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)
24. In case of rain - HARD RAIN, NOT A SPRINKLE - call the headquarters before you leave for the game. The rainout number is 972-738-9085 and/or the number posted on your tournament program. Weather updates will also be posted on the website as soon as possible. Additionally messages will be sent to managers and coaches through the Got Soccer program.
25. If inclement weather cancels the tournament prior to start of first scheduled game, a maximum of 50% of the entry fee will be retained by the tournament to cover start-up cost of the tournament.
26. For any assistance needed, see the Cup & Games Field Coordinator or call the tournament headquarters at 972-814-8834 or email tournaments@triumphfc.org.

Website: www.triumphfc.org