

## 2011 Carey Tournament Rules

1. The Home Team is listed first on the schedules and wears their white or lighter colored jerseys. All jerseys must have numbers PERMANENTLY affixed to the back. TAPED NUMBERS WILL NOT BE ACCEPTABLE. Each team must have either numbered alternate jerseys or mesh vests that cover the jersey but allow the permanent number to show through. Violators will be removed from the field and not allowed back on the field of play until player's equipment is corrected. *If you are the home team, and there is a color conflict, and you only have one jersey, you will need to wear the mesh vests.*
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 (\$100.00) cashier's check, money order or cash deposit, before the end of the game to the tournament field headquarters.
4. All games will be "Full Length", like league games. Half time will be 5 minutes. See the last page for small-sided formats and rules (U5-U8).

<b>DIVISION</b>	<b>PRELIM GAME LENGTH</b>	<b>PLAY-OFF GAME LENGTH</b>	<b>BALL SIZE</b>	<b>OVERTIME</b>
U9-10 Rec	25-Minute Halves	25-Minute Halves	4	(2) 5-Minute Periods*
U9 Acad (9v9)	25-Minute Halves	25-Minute Halves	4	(2) 5-Minute Periods*
U10 Acad (11v11)	30-Minute Halves	30-Minute Halves	4	(2) 5-Minute Periods*
U11-U12	30-Minute Halves	30-Minute Halves	4	(2) 5-Minute Periods*
U13-U14	35-Minute Halves	35-Minute Halves	5	(2) 5-Minute Periods*
U15-U16	40-Minute Halves	40-Minute Halves	5	(2) 5-Minute Periods*
U17-U19	45-Minute Halves	45-Minute Halves	5	(2) 5-Minute Periods*

\* If Quarter Final, 3<sup>rd</sup> Place, or Consolation games end in a tie, FIFA "kicks" from the penalty spot will be taken to determine the winner. No overtime for Quarter Final, 3<sup>rd</sup> Place, or Consolation games.

For divisions that are combined differently from the above chart, the regulations for the older age group will be followed.

Example: A U14-U15 division will play by the U15 regulations, which fall under U15-U16

- 5.a. 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.

For a 6-team division, where there are two (2) three-team brackets that play crossover games, the two (2) teams with the highest total points of all six teams will advance.

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 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. If a quarter-final, 3<sup>rd</sup> Place, or consolation game end in a tie, FIFA "kicks" from the penalty spot will be taken to determine the winner. No overtime for Quarter Final, 3<sup>rd</sup> Place, or Consolation games.

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.

In age brackets that contain flights where some teams are scheduled 3 games and others are scheduled 4, points will be determined on a 10-point system. All teams will divide points by total games scheduled.

5.b. 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. Fewest accumulation of caution points, 1 point for yellow and 2 points for red.
- 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 10-4 game = 5-4 in calculating advancement).

- d. Fewest goals allowed - team with fewest goals allowed will advance.
- e. Most number of "shut-outs" - team with most "shut-outs" will advance.
- f. Penalty kicks.

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

**It will be the responsibility of the both teams to turn in game sheet/score card to the tournament officials at the scoreboard where your game is played, unless instructed otherwise.**

6. 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.

In the event of a tie between teams for the "Wild Card", the tiebreaker procedure 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.

**\*\*\*\*\* U5/6 teams must have a minimum of two (2) to start and continue the game. \*\*\*\*\***

**\*\*\*\*\* U7/8 teams must have a minimum of three (3) to start and continue the game. \*\*\*\*\***

8. In U9-U19 age groups, 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 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 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.
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. In all NTSSA State sponsored tournaments, all scores shall be turned into the Field Coordinator by the Coach or team Manager.
17. Net and Flags will be provided by GLASA.
18. Any team that withdraws from a tournament after the entry deadline 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.
19. In case of rain - HARD RAIN, NOT A SPRINKLE - check tournament website before you leave for the game and /or call the rainout number - 972-738-9700.

**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 tournament costs.**

For any assistance needed, see the Field Coordinator at each complex or call the Tournament Administrator at 940-297-5692.

20. In cases of extreme heat, the Tournament Director may institute mandatory water breaks. Time will not be stopped for these breaks.

# Advancing to Semifinals & Finals

## **UNDER 5 through UNDER 8**

No scores are recorded or posted. No standings are kept. All players receive participation awards. See next page for small sided formats and rules.

## **FOUR-TEAM AGE GROUP**

*One bracket of four teams.*

Each team plays the other teams once, for 3 preliminary games.

FINAL = Most tournament points in bracket vs. Second Most tournament points in bracket.

## **FIVE-TEAM AGE GROUP**

*One bracket of five teams.*

Each team plays the other teams once, for 4 preliminary games. First place is awarded to the team with the most tournament points and Second place is awarded to the team with the second most. No Final game.

## **SIX-TEAM AGE GROUP**

*Two brackets of three teams each playing cross-over games.*

Each team plays 3 preliminary games

FINAL = Most tournament points in of all 6 teams vs. Second Most tournament points

## **EIGHT-TEAM AGE GROUP**

*Two brackets of four teams.*

SEMI-1 = Most tournament points in Bracket A vs. Second Most tournament points in Bracket B

SEMI-2 = Most tournament points in Bracket B vs. Second Most tournament points in Bracket A

FINAL = Winner of Semi-1 vs. Winner of Semi-2

## **TEN-TEAM AGE GROUP**

*Two brackets (B & C) of three teams each playing modified cross-over games and one bracket (A) of four teams*

SEMI-1 = Most tournament points in Bracket A vs. Wild Card

SEMI-2 = Most tournament points in Bracket B vs. Most tournament points in Bracket C

*Wild Card is next highest points from any bracket after other advancers are determined. If WC comes out of Bracket A, Semi-1 will be Bracket A vs Bracket & Semi-2 will be Bracket B vs WC.*

FINAL = Winner of Semi-1 vs. Winner of Semi-2

3<sup>rd</sup> PLACE = Winner of Semi-1 vs. Winner of Semi-2

## **TWELVE-TEAM AGE GROUP**

*Three brackets of four teams.*

SEMI-1 = Most tournament points in Bracket A vs. Wild Card

SEMI-2 = Most tournament points in Bracket B vs. Most tournament points in Bracket C

*Wild Card is next highest points from any bracket after other advancers are determined. If WC comes out of Bracket A, Semi-1 will be Bracket A vs Bracket & Semi-2 will be Bracket B vs WC.*

FINAL = Winner of Semi-1 vs. Winner of Semi-2

3<sup>rd</sup> PLACE = Loser of Semi-1 vs. Loser of Semi-2

For age groups of 14 or more teams, the tournament reserves the right to divide the age group into 2 divisions (Gold and Silver) or 3 divisions (Platinum, Gold, and Silver). We will consult with the coaches to determine placement into the divisions.

## **Small-Sided Rules for U5-U8**

Unless otherwise stated in the registration or flight setup, the following format and rules will apply to all U5-U8 games:

### **U5/6 Games**

1. 3v3 no goalies
2. 10-minute quarters
3. Substitutions ONLY at quarter break
4. Kick ins from touchline
5. ALL freekicks (including corner and kickoffs) are indirect
6. No playoffs, scores or standings are maintained
7. NTSSA minimum 50% play rule required for all players.
8. Unless stated above, conform to FIFA

### **U7 Games**

1. 4v4 no goalies
2. 12-minute quarters
3. Substitutions ONLY at quarter break
4. Throw-ins from touchline with one retry
5. ALL freekicks (including corner and kickoffs) are indirect
6. No playoffs, scores or standings are maintained
7. NTSSA minimum 50% play rule required for all players.
8. Unless stated above, conform to FIFA

### **U8 Games**

9. 5v5, including goalies (4 field players and 1 goalie)
10. 12-minute quarters
11. Substitutions ONLY at quarter break
12. Throw-ins from touchline with one retry
13. ALL freekicks (including corner and kickoffs) are indirect
14. No playoffs, scores or standings are maintained
15. NTSSA minimum 50% play rule required for all players.
16. Unless stated above, conform to FIFA

All U5-U8 Players will receive participation awards. Scores will be neither kept, nor recorded. Teams do not need game reports.