

2009 MANSFIELD FALL INVITATIONAL SOCCER TOURNAMENT RECREATIONAL TOURNAMENT RULES

1. Each team should have numbered alternate jerseys or bibs. 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 wear white or light colored jersey. Visitors will wear dark colored jersey. Home team changes if there is a color conflict. Home team sits on North or West
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 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) cashiers check, money order or cash deposit, before the end of the game to the tournament field headquarters..
4. U9 and older recreational teams will play Mini Games in preliminary & quarter-final games. Semi-final and Final games will be full length. Half time will be 5 minutes. U5 to 8 teams will play quarters with 2-minutes periods in between quarters. Half time will be 5 minutes.

5. DIVISION - # ON FIELD - MINI GAME LENGTH - FULL GAME LENGTH - BALL SIZE - OVERTIME

U-5	4	10 Minute Quarters	10 Minute Quarters	3	N/A
U-6	4	10 Minute Quarters	10 Minute Quarters	3	N/A
U-7*	5	12 Minute Quarters	12 Minute Quarters	3	N/A
U-8 *	6	12 Minute Quarters	12 Minute Quarters	3	N/A
U-9	7	20 Minute Halves	25 Minute Halves	4	2-10 Min. Periods
U-10	7	20 Minute Halves	25 Minute Halves	4	2-10 Min. Periods
U-11	11	25 Minute Halves	30 Minute Halves	4	2-10 Min. Periods
U-12	11	25 Minute Halves	30 Minute Halves	4	2-10 Min. Periods
U-13	11	30 Minute Halves	35 Minute Halves	5	2-10 Min. Periods
U-14	11	30 Minute Halves	35 Minute Halves	5	2-10 Min. Periods
U-15	11	30 Minute Halves	40 Minute Halves	5	2-10 Min. Periods
U-16	11	30 Minute Halves	40 Minute Halves	5	2-10 Min. Periods
U-17	11	30 Minute Halves	45 Minute Halves	5	2-10 Min. Periods

* Our goal is to play age pure – however if we combine the U7 and U8 age bracket - all teams in this bracket will play by U8 rules.

Brackets with four (4) teams that play each other within the bracket, the two teams with the highest total points will advance from the bracket. For three-team brackets that play crossover game with other three-team brackets: the two (2) teams that finish first in their brackets, as well as the next two (2) teams with the highest total points of the two (2) brackets will advance. Preliminary games may end in a tie. If Quarter Final games end in a tie, FIFA "kicks" from the penalty spot will be taken to determine the 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.

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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.
- g. A 0-0 tie will be scored as 4-4

In age brackets that contain flights with different #'s of teams, points will be determined on a 10-point system. All teams will divide points by total games scheduled.

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 "shut-outs" - team with most "shut-outs" will advance.
- c. Goal differential - team with highest goal differential against opponents will advance (maximum of 3) goals scored - goals against. Only the first 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.

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. Each team in the age division will divide their points by total games scheduled to determine the team with highest percentage. The team with highest percentage will advance to the next level of play. In the event of a percentage tie between teams, then the tiebreaker procedure in 5 above will determine the "Wild Card".

7. Each U11 team and up 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. U7 teams must have a minimum of four [4] /U8 teams must have a minimum of five [5]. U5/U6 teams must have a minimum of three [3] players.

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- 8.** There will be unlimited substitution for all U9 and above teams, 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.** We expect the conduct of all players, coaches, parents and spectators to exhibit the highest standards of sportsmanship and positive encouragement to our children. Coaches are responsible for the conduct of their spectators. There is a limit of two coaches allowed on the players' side of the field. Only the coach or rostered assistant coach may enter the field of play during the match and then **ONLY** with the permission of the referee. No other persons may enter the field immediately before, during, or after the match without express permission of the referee. Offensive or unsporting comments or behavior directed at anyone **WILL NOT BE TOLERATED**. The referee has full authority under the Laws of the Game and these Rules of Competition to direct the dismissal of anyone who violates these guidelines or to terminate the match, if warranted. A Coach who is dismissed must leave the immediate area and report to the competition authority at the Tournament Tent.

- 10.** 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.

- 11.** All referee decisions are final. No protests will be allowed, except for ineligible player.

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- 12.** The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament. The decision of the 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 linesman are not available, each team may be required to provide a "club linesman" at the discretion of the referee.
- 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.** All scores (U9 and above teams) shall be turned into the Field Coordinator by the Referee and the winning team coach (home team in the event of a tie).
- 17.** Net and Flags: Host Association will furnish nets and flags.
- 18.** Any team that withdraws from a tournament beyond the stated deadline may forfeit all entry fees. 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. 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).
- 19.** In case of rain - **HARD RAIN, NOT A SPRINKLE** - call the rainout hotline: **817-473-1177** and/or check the website: www.mansfieldsoccer.org before you leave for the game. 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.
- 20.** For any assistance needed, see the Field Coordinator or call the tournament headquarters.
- 21.** Additional playing rules for U5 through U8. No advancement. Participation awards will be given. U5 –U7, no keeper and no throw ins – kick-ins will be taken. U8 will play with a goalkeeper and throw-ins. Goal kicks for U5 through U8 may be taken from anywhere on the end line. In addition, should any team be down by 5 goals they may add an additional player on the field until the score is back within two goals. Age pure age brackets will be made where possible. **U7 teams should be prepared to play the U8 rules if two age groups cannot be made.**
- 22.** Medical releases are required but do not have to be notarized.

