

Winter Cup 2009 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 player's 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.
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. Teams will play Mini Games in preliminary & quarterfinal games. Semi-final and Final games will be full length. Half time will be 5 minutes.

DIVISION	MINI GAME LENGTH	FULL GAME LENGTH	BALL SIZE	OVERTIME -semi and finals	Roster Size	Playing Format
U7-U8	18 min halves	N/A	3	N/A	8 (10)	4 v 4; 7 v 7
U9-U10 Rec.	20 min halves	25 min halves	4	FIFA Kicks	14	8 v 8
U9 Acad.	20 min halves	25 min halves	4	FIFA Kicks	14	9 v 9
U10 Acad.	20 min halves	25 min halves	4	FIFA Kicks	16	11 v 11
U11-U12	25 min halves	30 min halves	4	FIFA Kicks	18	11 v 11
U13-U14	30 min halves	35 min halves	5	FIFA Kicks	18	11 v 11
U15/16	30 min halves	40 min halves	5	FIFA Kicks	18	11 v 11
U17-U19	30 min halves	45 min halves	5	FIFA Kicks	18	11 v 11

- 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.

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.

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 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 FIFA "kicks" from the penalty spot will be taken to determine the winner.

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 with different #'s of teams, 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 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.

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- 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 tournament tent 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.

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 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
 - 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. Net and Flags will be provided by the Tournament.
17. Any team that withdraws from a tournament less than one week from the start of the 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.
18. 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.

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.

For any assistance needed, see the Cup & Games Field Coordinator or call the tournament headquarters at 214-908-4342 or email wintercup1@gmail.com.