

**WINTER CUP 2024
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. Teams will occupy one side of playing field, while parents and spectators will occupy the opposite side.
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 Director if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing, with either a two hundred dollar (\$200.00) cashiers check, money order or cash deposit, before the end of the game to the tournament field headquarters.
4. 7U will play 4v4
8U/9U will play 7v7
10U will play 9v9
11U – 12U will play 9v9
12U will play 11v11
13U - 19U will play 11v11

EACH ACADEMY TEAM will play 3 preliminary games. Only the top scoring teams will advance to the championship rounds. Each 8U Academy team roster is allowed a maximum of 8 players. Each 9U Academy team roster is allowed a maximum of 14 players. Each 10U Academy team that will play 9v9 is allowed a maximum of 16 players on the roster. There are no guest players allowed on an Academy team. 9U Academy teams will play 7v7. 10U Academy teams will play either 9v9. Each competitive team in the 11U-19U age divisions may include a maximum of seven Club Pass players/Guest Players. The number of Guest Players may not exceed five out of the total of seven. Academy teams must submit the tournament roster provided by the tournament. An Academy player is only allowed to play on one team during the tournament.

<u>DIVISION</u>	<u>MINI GAME LENGTH</u>	<u>BALL SIZE</u>	<u>OVERTIME</u>
7U	12 Minute Halves	3	None
8U	20 Minute Halves	3	None
9U – 12U	25 Minute Halves	4	None
13U	30 Minute Halves	5	None
14U	30 Minute Halves	5	None
15U – 19U	35 Minute Halves	5	None

5. Divisions with one or more four (4) team brackets, the two teams with total highest points from each bracket will advance.

Divisions with a combination of three (3) and/or four (4) team brackets (eg. one four (4) team bracket and two (2) three (3) team brackets = ten (10) teams) that play each other within the division, the teams with the highest total points from each bracket will advance as bracket winners, as well as the next team/s with the next highest point total will advance as wild cards. The number of wildcard teams will be determined by the number of brackets in the flight.

Divisions with two (2) three (3) team brackets that play one crossover game with the other three team bracket, the two (2) highest total point teams from each bracket will advance. Preliminary games may end in a tie. If Quarter-Final games end in a tie, IFAB "kicks" from the penalty spot will be taken to determine the winner. If semi-final or final games end in a tie, IFAB "kicks" from the penalty spot will be taken to determine the winner.

North Texas Soccer 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 games points for tiebreaker determination.

b. If two or more teams are tied in points after their games are completed, the following tiebreaker procedures will be used to determine the team advancing:

1. Head to Head game results - winner will advance.
2. 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).
3. Fewest goals allowed - team with fewest goals allowed will advance.
4. Most goals scored – the with the most goals will advance (limit of 5 goals per game)
5. Most number of "shut-outs" - team with most "shut-outs" will advance.
6. Penalty kicks.

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is declared a winner.

6. 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

7. Any send-offs should be reported to the tournament field headquarters 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 a game must sit out the next played tournament game. The Tournament Director or North Texas Soccer Cup & Games Committee has the right to hold a hearing and increase the suspension at its discretion.

8. All referee decisions are final. No protests will be allowed, except for ineligible player. Any protest that is filed, must be accompanied, by a two hundred dollar (\$200) deposit, payable by cash or cashier's check or money order. Protests must be submitted within one (1) hour of the end of the game in question.

9. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
10. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
11. In the event the referee or assistant referee is missing from the field, report immediately to your Field Coordinator. In the event the assistant referee is not available, each team is required to provide a "club linesman".
12. 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.
13. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the Tournament Director.
14. All scores shall be turned into the Field Coordinator by the Referee as well by the managers of each team. Failure to do so by the managers can result in the loss of points or standings.
15. Net and Flags: All nets and flags will be supplied. DO NOT TAKE ANY NETS DOWN OR REMOVE FLAGS.
16. Any team that withdraws from the tournament after being accepted will not be eligible for a refund on the tournament entry fee.
17. In case of rain - HARD RAIN, NOT A SPRINKLE - call the hotline number 972-490-0043 or check the website for weather updates. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament.

For any assistance needed, see the tournament officials.