

LAKE GRANBURY SPRING CLASSIC

TOURNAMENT RULES

1. Each team must have unique numbered jerseys. Alternate jerseys or numbered T-shirts must be available with a unique number for each player. Pennies may be used over the jersey to resolve color conflicts. Goalkeepers are not required to have a number on their jersey but should be identified by number on the roster. Violators will be removed from the field and not allowed back on the field of play until player equipment is corrected. Home Team is team listed first on schedule.
2. Home Team will change jerseys if there is a color conflict. Home team will occupy either the North or West side of the playing field, except at complexes which are setup for teams/players to be on the opposite side of the field from spectators.
3. A game may be declared a forfeit by the Tournament Director/Committee if a team is not ready to play at the published time within ten (10) minutes of the game. At half-time the teams must be ready to resume play within five (5) minutes of the referee's designation.
4. The only protests allowed are for ineligible player and misapplications of the laws of the game that the referee admits. All protests must have a material impact on the outcome of the game and be reported to the tournament headquarters in writing, with a One Hundred Dollar (\$100) cashier's check, money order or cash deposit before the end of the game. If the protest is valid and we rule in your favor, you will receive the deposit back. If we rule against you, you will forfeit the deposit.
5. Teams will play Mini-Games in preliminary & quarter-final games. Semi-final and Final games will be full length. Half-time will be five (5) minutes.
6. Brackets with three (3), four (4), or five (5) teams that play each other within the bracket, the team with the highest total points will advance from the bracket. Three (3) team brackets that play crossover games with other three (3) team brackets, the top two (2) teams with the highest total points of the two (2) brackets combined will advance. Preliminary games may end in a tie. If Quarter Final games end in a tie, FIFA "kicks" from the mark 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 mark 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 shutout (not allowing opponent to score)

A forfeit game will be scored at a 3-0 win in calculating mini-games points for tiebreaker determination.

When determining "Wild Cards" if needed, the team(s) from all brackets with the next highest number of points will be selected after all bracket winners have been chosen. Age brackets that contain flights with different numbers of scheduled games, points will be determined on a 10-point system. All teams will divide points by total games scheduled in order to obtain equality with all brackets.

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 "shutouts" - team with most "shutouts" will advance.
- c. Goal differential – team with highest goal differential against opponent will advance (maximum of five (5) goal differential). (Example: A 7-0 game = 5-0 in calculating advancement; a 11-5 game = 10-5 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. Kicks from the mark

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

In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, then the same tiebreakers are used with the exception that averaging to determine b, c, d, and e will be used.

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. In Under 9 and Under 10 five (5) players are required.
8. There will be free substitution, with the referee's consent for youth games Under 9 and above at the following times:
 - A player receiving a yellow card (the player carded only)
 - Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
 - Prior to a goal kick
 - After a goal by either team
 - After an injury by either team when the referee stops the play
 - At half-time by either team
 - At the referee's discretion

9. 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. Any player sent off must immediately report to the tournament headquarters with a manager or parent. Any coaches or spectators sent off must report immediately to the tournament headquarters.
10. All Referee decisions are final.
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 Marshall or tournament headquarters.
14. If a game has played one full 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. All decisions by the committee will be final.
16. Each coach must provide the referee with a game sheet that is signed off on by the tournament director only at the start of the game. Only the players listed on that game sheet will be allowed to take the field. After the game is over, the game sheet must be returned to tournament headquarters within 15 minutes of the end of the game or the score will be entered as zero.
17. Any team that withdraws from the 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.
18. Teams will not be billed until they have been accepted. Once scheduling has begun, there will be no refunds.
19. In case of rain, check the website at www.granburysoccer.org for updates. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of

the tournament, a maximum of 50% of the team's entry fee may be retained by the tournament to cover startup costs of the tournament.

20. Any teams not accepted by the tournament will be refunded in full any monies paid.
21. Payment in full and check in documents are due by 5-12-17. Teams that have not paid and do not complete online check in may be pulled from the schedule.