

Lake Granbury Spring Classic TOURNAMENT RULES

1. Each team must have numbered alternate jerseys or numbered T-shirts available with a unique number for each player. 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. Home Team will change jerseys if there is a color conflict. Home Team will occupy either the North or West side of playing field, except at complexes which are setup for teams/players to be on the opposite side of the field from spectators.
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) 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 & quarter-final games. Semi-final and Final games will be full length. Half time will be 5 minutes. U-6 and U-8 are participation only, no playoffs.
5. Brackets with three (3) or four (4) teams that play each other within the bracket, the teams 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 team 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.

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)
- 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 numbers 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 "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. 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 second 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 the highest percentage. The team with the highest percentage will advance to the next level of play. In the event of a percentage tie between teams, then the tiebreaker procedure in five (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 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.

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.

17. Net and Flags: Will be provided by Granbury Soccer Association.

18. 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 and may forfeit their entry fee and performance bond, if one has been posted.

All teams not accepted by the tournament will be refunded in full within ten (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 Granbury Soccer Association offices at 817-736-2962 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. For any assistance needed, see the Cup & Games Field Coordinator or call the tournament headquarters.