

North Texas State Soccer Association, Inc.
2021/2022 Bylaws and Rules

NTSSA YOUTH TOURNAMENT RULES

(Rules used for all tournaments unless exceptions approved by NTSSA Cups and Games Committee)

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 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. Home Team will change jerseys if there is a color conflict.
2. Home Team will occupy either the North or the West side of playing field, except at complexes that 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 in writing, with a One Hundred Dollar (\$100) cashier's check, money order or cash.
5. Teams will play Mini-Games in preliminary & quarterfinal games. Semi-final and Final games will be full length. Half time will be five (5) minutes. (6U–8U do not play advancement games)

Division	Mini-Game Length	Full Game Length	Ball Size	Overtime
8Uand younger	n/a	(4) 8 Minute Quarters	3	n/a
10U	20 Minute Halves	25 Minute Halves	4	(2) 10 Minute
12U	25 Minute Halves	30 Minute Halves	4	(2) 10 Minute
14U	30 Minute Halves	35 Minute Halves	5	(2) 10 Minute
16U	30 Minute Halves	40 Minute Halves	5	(2) 15 Minute
17U	35 Minute Halves	45 Minute Halves	5	(2) 15 Minute
19U	35 Minute Halves	45 Minute Halves	5	(2) 15 Minute

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, **IFAB** "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, **IFAB** "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)
- f. 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

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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; an 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 6U three (3) players are required, 8U three (3) players are required and 10U five (5) players are required.
8. There will be free substitution, with the referee’s consent for youth games 10U 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

In 6U through 8U, substitutions are at the end of the quarters.

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.

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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 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.
16. In all **NTSSA** State sponsored tournaments, all scores shall be turned in to the Field Coordinator by the Referee.
17. Net and Flags: All teams shall have a net and two corner flags available. Both teams will be responsible for putting up and taking down nets and flags. In the event a net or other equipment is missing from the field, the game will be played at the discretion of the referee. If Host Association is to furnish nets and flags, the first teams to play each morning will put up the nets and flags, and the last teams to play will take them down and leave them at one corner of the goal posts. Bring a supply of stakes for your game. Some associations do not furnish net stakes. Do not use tape to hold up nets. **FAILURE TO TAKE DOWN NETS AFTER LAST SCHEDULED GAME WILL RESULT IN TEAM(S) BEING INELIGIBLE TO PLAY IN NTSSA STATE TOURNAMENTS FOR A PERIOD OF ONE (1) YEAR, AND FORFEITURE OF THEIR PERFORMANCE BOND WHERE APPLICABLE.**
18. 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. Any team that withdraws from a tournament less than two weeks from the start of a 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. The committee may issue sanctions to include suspension from tournament play.
20. In case of rain - HARD RAIN, NOT A SPRINKLE - Follow the tournaments weather guidelines. 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 Cup & Games Field Coordinator or call the tournament headquarters.