



HURST UNITED

TURKEY SHOOT XXV

**Recreational – Academy - Competitive
Soccer Tournament**



Tournament Rules

Registration

- Players registered for the Fall 2018 season with North Texas Soccer, US Youth Soccer Association (USYSA), or US Club Soccer (USCS) may participate. A player must be registered with the same National Association that the team is registered with in order to participate with the team.
- It is the responsibility of teams registered with US Club Soccer (USCS) to identify themselves as such (not having a USYSA roster) upon registration for insurance purposes.
- All USYSA registered teams traveling from outside of North Texas Soccer must submit approved Permission to Travel documentation as per USYSA policy.
- All official rosters must be submitted to the tournament registrar upon registration.
- Maximum of 5 guest players allowed for recreational and competitive teams. No guest players are allowed for academy teams. Each guest player registered with North Texas Soccer must have a North Texas Soccer Guest Player Release form with all appropriate signatures. For recreational teams, all players rostered to the team must be invited to participate in the tournament prior to adding guest players. No guest players are allowed to participate with a USCS-rostered team. Players must be added to the roster and carry the appropriate USCS player cards. Please have the player added to your USCS roster following all procedures regulated by USCS, including obtaining a player card for insurance purposes. Players must complete USCS Player Loan paperwork if on the roster of another USCS-registered team.
- A player may **not** play on more than one team in this Tournament.
- Games could be scheduled to begin at any time between 6:00 pm Friday, November 16th and Sunday, November 18th at 8:00 pm. **No schedule requests will be honored except for requests involving dual head coaches properly attached to their teams in Got Soccer.**
- No refunds will be given after Registration closes on November 2nd, 2018 for teams unable to participate in the tournament.
- Head coaches having more than one team in this tournament must be properly attached to both teams' rosters in Got Soccer upon registration. If the Got Soccer coach accounts do not match exactly on both rosters and reflect the head coach's dual coach status, dual head coach accommodations are not guaranteed once registration closes.
- For coaches with 3 or more teams, dual coach conflicts may be inevitable but we will do our best to accommodate. All teams should have a backup assistant coach or manager to assist if necessary.
- No trainers are available at any complex. Managers are responsible for first aid.
- Teams will be placed in brackets primarily by their points in Got Soccer and secondly by considering previous experience and age groups. The number of teams in a bracket determines whether competition is "round robin" or has finals and /or quarter finals or semi-finals. It is the manager's responsibility to notate team's record upon registration.
- There is no direct telephone number for the tournament. All communications should be sent to turkeyshootdirector@gmail.com.
- The tournament director reserves the right to decline a team's application or to remove any team from the event at any time.

Check In Procedures

- All teams will check-in online.
- All coaches must be listed on the official roster and be prepared to show proof of identification.
- Documents that must be submitted:
 - Official Roster: Teams must submit an official roster signed by their home association's registrar, even if a roster has already been submitted to the tournament registrar. Got Soccer player screen shots are not acceptable.
 - Team Check-In Sheet. This can be found on the tournament website.
 - Guest Player Release forms. Please see information under Guest Player release form instructions. *Please note: If your team is registered through North Texas Soccer; and your guest player lives in North Texas and is not currently registered with a North Texas Soccer member association, the player **must register as a non-rostered player with a North Texas Soccer member association. Please have the player's family contact the Registrar of the member association that is appropriate based on the player's residence address to learn more about the association's requirements to register as a non-rostered player and to obtain a completed Guest Player Release form. All players (including guest players) must have a medical release form filed with the team manager at all times during the tournament.***
 - The tournament will provide game reports and referee pay cards.
 - Zero Tolerance forms must be signed and enforced by team coach or manager. Please review these with your teams prior to the tournament.
 - All USYSA-registered teams traveling from outside of North Texas Soccer must submit approved Travel Permits per NTSSA rules.
 - Managers are expected to have medical releases for all players on the team, including guest players, with them at all times. Teams who cannot produce them to tournament staff during random spot-checks will forfeit their match.

Guest Player Release Form Instructions

For all North Texas Soccer-Registered Recreational and Competitive Teams:

Please go to the tournament tab on the website and click "documents" to download the official Guest Player Release form. Please complete the form in its entirety including player registration number and all required signatures. Guest Player Release forms for any recreational player registered with a North Texas Soccer member association must be signed by the appropriate representative of the member association that the player is registered with. The member association must add the player's registration number to the form. Contact the Registrar of the member association that the player is registered with.

For all North Texas Soccer-Registered Academy Teams:

No guest players are allowed to participate with an academy team. Please contact your member association's registrar and have any academy player added to your North Texas Soccer Academy roster. The player must be registered with North Texas Soccer through a member association.

For all US Club Soccer-Registered Teams:

No guest players are allowed to participate with a USCS-rostered team. Players must be added to the roster and carry the appropriate USCS player cards. Please have the player added to your USCS roster following all procedures regulated by USCS, including obtaining a player card for insurance purposes. Players must complete USCS Player Loan paperwork if on the roster of another USCS-registered team. The Player Loan form may be found on the USCS website. Please contact USCS for any questions regarding this form.

Spectators

- All parents and players shall abide by HUSA's Zero Tolerance Policy.
- No spectators shall be allowed on the field at any time. Infractions will result in a team fine of \$75.00 to be paid before the team's next scheduled game.

Inclement Weather

In case of rain – **HARD RAIN, NOT A SPRINKLE**- follow the tournament's 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 the start-up costs of the tournament. If a team plays one game and then

the tournament is canceled due to inclement weather, 25% of the team's registration fee will be refunded. If a team plays two games and then the tournament is canceled due to inclement weather, no refunds will be given. **There will be no rain out date.**

In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the Tournament Director. There is a possibility that medals may be awarded if all teams in an age group have completed pool play.

Laws of the Games/Other

- All North Texas Soccer rules for sanctioned tournament shall apply to this Tournament; other than rules specifically modified herein.
- All players must wear shin guards while on the field.
- **Each player, including guest players, participating with a recreational team is required to play a minimum of 50% of each game including overtime.**

- 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. Numbers must be permanently fixed to the player's jersey. No taped numbers will be accepted. Violators will be removed from the field and not allowed back on the field of play until player equipment is corrected.
- The first team listed on the schedule is considered the home and the second team listed is the away team. Home teams will wear their lighter colored jersey, as the away team will wear their darker colored jersey. Any color conflicts will be resolved by the away team changing jersey color. Both teams will be on the same side of the field with spectators on the opposite side sitting across from their team. For recreational teams, the home team may wear pinnies (not provided by tournament.)
- If a coach must step on to the field of play to attend to an injured player then the player must leave the field.
- Each team's head coach is responsible for all verbal & physical actions of his/her spectators. The coach can be ejected from the game by the referee for the actions of his/her spectators. Verbal or physical abuse of referees or assistant referees of the game will not be tolerated. Violations can result in the forfeiture of the game and/or expulsion from the tournament.
- Due to the tight schedule, no grace period will be allowed. Allow sufficient time to arrive at the field before game time. Referees are instructed to start the clock at the scheduled game start time.
- 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.
- There is no guaranteed warm-up on the field before each game.
- **Protests will not be allowed, except for illegal players.** A game shall be declared a forfeit by the Tournament Director or his delegate if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing with a one hundred and fifty dollar (\$150.00) cashier's check, money order or cash payment, before the end of the game to the tournament field headquarters. If the team is found not guilty of playing an ineligible player, the deposit will be refunded immediately. Coaches found guilty will be reported to North Texas Soccer.
- 9U-10U academy games and 11U-19U competitive games will be officiated by a center referee and two assistant referees. 5U-8U recreational and all 7U-8U games will be officiated by a center referee. Each team must be prepared to present a game ball to the center referee prior to the start of the game for his/her selection. In case of inclement weather, the tournament director and/or field coordinator will determine if a game is to be played. Once the game has started the decision rests with the center referee. If any games are canceled, it is up to the coaches of the teams to check online for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game must be rescheduled if it affects the outcome of the tournament and if weather permits. Players may be substituted with the consent of the center referee at the following times:
 - a) Prior to a throw-in in your favor.
 - b) Upon the ref's discretion, the opposing team may sub-in at the same time as the team in favor.
 - c) Prior to a goal kick by either team.
 - d) After a goal by either team.
 - e) When the referee approved an injury substitution by one team, the other team may substitute an equal number of players.
 - f) At half time.
 - g) When the referee stops to caution a player, only that player may be substituted prior to the restart of the game.
 - h) No player shall leave the field of play without the consent of the referee.
 - i) Players shall enter and leave the field at mid-field.

Team and Player Credential Check

Each team must be able to present its validated tournament game roster, medical releases, and player, coach, and manager cards to the tournament official prior to the start of each match, if requested. A player may play for only one team in the tournament and must be

listed on the validated tournament game roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the tournament director and/or home association.

Game Schedules/Length of Games

- Game schedules should be posted on or around November 9th.
- All teams are guaranteed 3 games. No scores will be kept and no finals for 5U-8U recreational teams.
- 7U-10U Academy and 9U and older recreational games may have finals as outlined below.
- Preliminary games will be shortened games.

Division	Game Length	Ball Size	Players	Max Roster	Fees
Recreational 5U-6U	8-minute quarters	3	4v4	8	\$250
Recreational 7U-8U	10-minute quarters	3	4v4	10	\$250
Recreational 9U-10U	25-minute halves	4	7v7	12	\$300
Recreational 11U-12U	30-minute halves	4	9v9	16	\$325
Recreational 13U-14U	35-minute halves	5	11v11	18	\$350
Recreational 15U-16U	40-minute halves	5	11v11	22	\$375
Recreational 17U-19U	45-minute halves	5	11v11	22	\$375
Academy 7U-8U	20-minute halves	3	4v4	8	\$400
Academy 9U-10U	25-minute halves	4	7v7	12	\$475
Academy 10U	30-minute halves	4	9v9	16	\$475
Competitive 11U-12U	30-minute halves	4	9v9	16	\$475
Competitive 13U-14U	35-minute halves	5	11v11	18	\$475
Competitive 15U-16U	40-minute halves	5	11v11	22	\$575
Competitive 17U-19U	45-minute halves	5	11v11	22	\$575

- 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.
- All playoff rounds are full length games for each respective age group unless tournament director adjusts due to safety, weather, or extenuating circumstances.
- Playoff rounds that end in a tie shall be decided by penalty kicks.
- Final games that end in a tie will have two ten-minute overtime periods. If still tied, the game shall be decided by penalty kicks.
- Tiebreakers - The following tiebreaker procedures will be used to determine the team advancing into the playoff rounds. These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement.
 - a) Head to Head game results - winner will advance
 - b) Goal differential - using only first 3 goals per game
 - c) Most Shutouts

- d) Fewest goals allowed
 - e) Bonus Points – cards - Yellow 1 point / Red 2 points
 - f) Penalty Kicks
- 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. North Texas Soccer’s tiebreaker system for mini-games will apply 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 tie breakers are used with the exception that averaging to determine b, c, d, and e will be used.

4U-8U Recreational Special Provisions

1. Corner kicks and throw-ins are allowed.
2. No kick-ins.
3. Improper throw-ins will be allowed a second try.
4. 4U and 5U coaches are allowed on the field.
5. No goalkeepers, and no permanent defenders.
6. No jewelry, no exceptions; as with all other age groups.
7. Ball Size: 3
8. 4U-6U: 8 minute quarters
9. 7U-8U: 10 minute quarters
10. 2 Minute Break between quarters with a 5 Minute Halftime.
11. All kicks are indirect which means the ball must touch another player before going into the goal except for kickoffs, corner kicks and goal kicks.
12. No headers.
13. Shin Guards are required.
14. Flat soled shoes or soccer cleats only. No baseball cleats (extra toe cleat).

9U-10U Recreational and Academy Special Provisions

Restarts for encroachment of the build out line

- a. The BUILD OUT LINE is used to promote playing the ball out of the back in a no pressure setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team players must move behind the build out line. Defending team players do not have to move behind the build out line
- b. The goalkeeper may then pass, throw or roll the ball to a teammate (no punting).
- c. Once the ball is in play, the opposing team may cross the build out line and play resumes. The ball is in play when it is released by the goalkeeper and leaves the penalty area.
- d. If opposing team encroaches the build out line before the ball is in play, the goalkeeper distribution will be retaken.

Scoring

- Advancement shall be determined by the accumulation of points. The point system is:
 - 6 points for a win
 - 3 points for a tie
 - 0 points for a loss
 - 1 point per goal scored up to a maximum of 3
 - 1 point for a shut out
 - A forfeit game will be scored as 3-0
 - Maximum of 10 points awarded per game
 - Four points shall be awarded for a 0-0 tie
- Both teams are responsible for bringing the completed Game Reports to the Scoring Table or Field Marshal within 30 minutes after the game is over.

Discipline

- A red-carded participant must sit out the remainder of the current game plus the following game of the tournament.
- Any participant receiving two red cards or who has committed verbal or physical assault will be banned from the tournament.

Other

- Due to City Ordinance, smoking is permitted in the parking areas only.
- No grills or open flame will be allowed on-site.
- Bikes, scooters, rollerblades, skateboards, etc. are not permitted in the complexes.
- No pets allowed
- No climbing on any part of the canopies over the bleachers.
- No alcoholic beverages or animals are allowed at the Hurst Athletic Complex and the Hurst Community Park or parking lot.

Matters Not Provided For

Any situation or questions on rules of competition not covered herein will be governed by North Texas Soccer rules and USYSA policies, in that order. Any matter not provided for in tournament rules, North Texas Soccer rules, or USYSA policies shall be determined by the Tournament Director, whose decisions shall be final.