

# LAKE HIGHLANDS GIRLS CLASSIC LEAGUE SPRING ROUNDUP TOURNAMENT RULES

**11U AND 12U TEAMS MUST HAVE A MINIMUM OF 12 PLAYERS ON THEIR ROSTER TO REGISTER FOR THE TOURNAMENT. ALL OTHER AGE GROUPS REQUIRE A MINIMUM OF 14 PLAYERS TO REGISTER FOR THE TOURNAMENT**

The following rules will be followed at the tournament. In the event a situation arises that is not covered in these tournament rules, the NTSSA and/or USYS policies will govern. Certain circumstances may arise that the LHGCL League President and/or the LHGCL Spring Roundup Tournament Director believes an exception to these rules must be made in the best interest of the teams and/or tournament. In that event, the ruling(s) made by the LHGCL League President and/or LHGCL Spring Roundup Tournament Director will prevail. No protests are allowed, except questions regarding ineligible or illegal players. A written protest must be filed with the LHGCL Tournament Director within two hours after the game in question, accompanied by a \$100 protest fee (cash, cashier's check, or money order only) which will be refunded only if an ineligible or illegal player is discovered. **In the unlikely event there is a question regarding admissibility of a team or teams into the tournament, the LHGCL Executive Board has the absolute authority to decide on the question. No appeal of the decision is allowed.**

## **Home Team:**

1. First team listed on schedule
2. **HOME TEAM WEARS WHITE.** If home team doesn't have white jerseys, then they change jerseys in case of color conflict. Visiting teams are prohibited from wearing white, except in unusual circumstances with LHGCL Spring Roundup Tournament Director permission. **All teams are required to have alternate jerseys available with the proper number permanently affixed for each player.**

## **Both Teams:**

1. Should present a ball (11U & 12U - No.4; 13U – 14U-No. 5) to the referee, who will choose one for use as a game ball.
2. **Verify accuracy of the game report with the referee immediately after the game.**
  - a. Game length:

11U - 12U:	Two 25-minute halves
13U - 14U:	Two 30-minute halves
  - b. The tournament will be scored on the following 10-point system:

6 points for a win, 1 point for each goal scored, up to a maximum of 3
3 points for a tie, 1 point for a shutout
0 points for a loss, a 0-0 tie is 4 points to each team

## **General Rules:**

1. There is no guaranteed minimum number of games.
2. Round robin games may end in a tie. For any games that must have a winner that are tied after regulation play, the following tie breakers will be used, in order, to determine the teams that advance:
  - a. Winner of head-to-head competition; if a tie still exists, then
  - b. Goal differential - Goals scored minus goals allowed using all goals scored in games in that round of play, with a maximum goal differential of 8 goals per game. Higher number shall finish in higher position; if a tie still exists, then
  - c. Most goals scored in games played in that round (maximum of 8 goals per game); if a tie still exists, then
  - d. Fewest goals allowed in games in that round of play; if a tie still exists, then
  - e. The team with the most shutouts in that round of play; if a tie still exists, then
  - f. FIFA kicks from penalty mark. If feasible, the LHGCL President and/or the Tournament Director will provide some type of game situation competition to break any ties that continue to this point. However, the decision to provide game competition lies with the LHGCL President and/or the Tournament Director. No appeal of this decision is allowed.
3. Forfeits: Any team that forfeits will be automatically disqualified from further participation in the tournament. In the event of any forfeited game, all games in the round of play involving the team that forfeited will be omitted before calculating the points and/or standings.

4. Any game stopped short for any reason other than acts on the part of one of the teams, shall be rescheduled and played in full.
5. Misconduct:
  - a. Any player that receives a red card during a tournament game must automatically sit out the next game their team actually plays. The player may be at the field for the next game, but may not wear any part of her uniform and may not go onto the pitch with her team at any time.
  - b. Any coach, assistant coach, manager, parent or team representative that is ejected (or receives his second official caution in the tournament) or asked to leave the game by the referee **shall immediately leave the complex and may not attend the next game his team plays in the tournament, nor can he be present at the complex. (For this purpose, "complex" includes the playing fields, surrounding streets, parking lots, and/or open fields or any location where the game can be observed.) Violation of this rule may be cause for a forfeiture of the game by the offending party's team.**
  - c. Misconduct on the part of any team, coach, player, parent, spectator, or anyone associated in any way with a team can be considered to be detrimental to our tournament and, therefore, may be cause to withhold a team's or individual's participation in the tournament. All persons participating in and/or attending this tournament are expected to conduct themselves in a mature and sportsmanlike manner.
6. Each team must have a minimum of 8 players to start a game; and 7 players eligible to play to continue a game.
7. **NO TIME ALLOWANCE WILL BE MADE FOR LATE ARRIVALS.** The games must start on time or immediately after the previous game on the field is completed. No time will be allowed for additional players to arrive. Teams with fewer than 8 players available at the time when the game can begin will forfeit.
8. The LHGCL President and/or the LHGCL Spring Roundup Tournament Director (not the referee) will be responsible for all decisions regarding forfeits.
9. Inclement weather policy: In the event of inclement weather, the Tournament Director will determine whether games should proceed. In the event of lighting, all personnel will be required to leave the fields and go to their cars. Games will resume as determined by the Tournament Director. Should a game be terminated prior to completion, and at least one-half has been played, the match will be considered as official and the score at that time will stand. If a game doesn't reach the half, but requires a winner to determine advancement, the game will be determined by Penalty Kicks once play resumes. 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.

### **Uniform Policies:**

All players on each team must wear matching uniforms; that is, jerseys, shorts, and socks must be the same color as the other members of their team. Each player's jersey must have a permanently affixed number on the back (including alternate jerseys) which shall be the same number as on the team roster, except the goalie, whose jersey shall be distinct from both teams and the referee. A number is not required on the goalkeeper's jersey. Home team (first team listed on the schedule) shall wear white, or must change jerseys if the referee deems there to be a color conflict. Visiting teams shall not wear white unless the home team agrees to wear a color other than white. The referee must be notified if the home team is not in white. All teams are required to have alternate jerseys with the proper numbers for each player. These rules are used in conjunction with the Home Team Rules above and are not meant to supercede those rules. All players are required to wear shin guards that must be covered by the player's socks. Shirrtails should be tucked in at all times.