

Winter Junior Champions Cup Presented by Storm FC

TOURNAMENT RULES

1. Each team must have numbered alternate jerseys available. Numbers must be permanent (no tape). Violators will be removed from the field and not allowed back on the field of play until player's equipment is corrected.

Home Team is listed first on schedule. The Home Team is to wear the "lighter" colored jerseys (White preferred). Home Team will change jerseys if there is a color conflict, unless the Home team is in white, then visitors will change. Home Team will occupy either the North or West side of playing fields at the Westside and Benbrook Complexes. Teams will occupy the same side of the field if Gateway complexes are used. Home Team should provide a game ball and will have Kick off and start on the north or west side of the field for the first half.

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 Finals 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 (\$100.00) cashier's check, money order or cash deposit, before the end of the game to the tournament field headquarters. The \$100 shall only be refunded if the protest is upheld

4. All scores shall be imputed by the winning team, or if group game ends in a tie score. Team Game roster Sheets turned into the Tournament tent at the Benbrook complex, immediately after the game has completed. Winning Team brings the game sheet, in the event of a tie the Home team will bring the game sheet to the tent.

5. Teams will play Mini Games all games. Half time will be maximum of up to 5 minutes. A Semi-final match will go directly to penalty Kicks from the mark (penalty kicks) if tied after regulation. (No overtime in semi-finals). A final match will play no overtime, just straight to penalty kicks if still tied.

DIVISION MINI GAME LENGTH FINALS GAME LENGTH GAME DECIDER

4U/6U – 7 minute quarters

7U/8U - 10 Minute quarters

9U/10U - 25 Minute Halves

11U/12U - 25 Minute Halves (mini games) Finals 30 Minute Halves and Penalties

13U/14U - 30 Minute Halves (Mini Games) Finals 35 Minute Halves and Penalties

15U/16U - 30 Minute Halves Finals 35 Minute Halves and Penalties

17U/19U - 30 Minute Halves Finals 35 Minute Halves and Penalties

6. Format and Advancement:

Four Team Bracket: All teams will play each other (3 games). Top two point totals will play again in a Final

Five Team Bracket: All teams will play each other in a "round robin format" (4 games). All games in a five team bracket will be mini-game length. Final standings based upon points. (No semis or final). 1st place goes to the team with the most points and 2nd place goes to the team with the second-highest points.

Six Team Group: Teams are split into two brackets of three teams. Teams will play the teams in opposite crossover bracket (3 games). The top two teams from the crossover 6 team bracket will then play in a final.

Seven Team Group: All teams play two pool play games, then seed into single elimination bracket. Top seed receives a bye into the semifinals.

Eight Team Group: Teams are split into two brackets of four teams. Teams play the other teams within their bracket (3 games). The top two teams in each bracket will then play crossover semi-finals with the other bracket (A1 vs B2, B1 vs A2). Semi-final winners will play a final.

If Quarter-Final or Semi-Final games end in a tie, IFAB "kicks" from the penalty spot will be taken to determine the winner. If 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 penalty spot will be taken to determine the winner.

7. The 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.

8. Tiebreakers:

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 Goals Scored - team with most goals scored will advance.
- C. Goal differential - team with highest goal differential against opponents will advance.
Goal differential = goals scored - goals against.
- D. Most number of "shut-outs" - team with most "shut-outs" will advance.
- E. Least number of goals conceded ("shut-outs") - team with most "shut-outs" will advance.
- F. Fewest accumulation of caution points, 1 point for yellow and 2 points for red.
- G. Penalty kicks.

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement. In the event that a team is scheduled to play teams that have already played each other, the tournament director has the authority to re-align the playoff format.

9. In 4v4 play, each team must have a minimum of three (3) to start the game. 7v7 play, each team must have a minimum of five (5) players on the field to start the game. There must be a minimum of five (5) to continue the game. In 9v9 and 11v11 play, 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. 10. Recreational teams may have up to 3 guest players and select teams may have up to 5 guest players; however, 8U teams may have no more than 12 players at the tournament, 9U-10U recreational teams no more than 14 players, 9U academy teams no more than 14 players, 10U academy teams no more than 14 players, 11U Recreational teams no more than 16 players, and 11U Competitive teams no more than 16 players. 12U-14U Recreational and Competitive teams with no more than 18 players. 15U -19U 22 players

11. 50% playing time rule is in effect for all recreational teams.

12. 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

13. Any send-offs should be reported to the Tournament Committee immediately following the game. Any player or coach sent-off 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, abusive or racial abuse, or if it is the player's second tournament send-off via two yellow cards, 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 Committee has the right to hold a hearing and increase the suspension at its discretion. If a player is sent off in a match as the result of two yellow cards, they will not need to sit out the next match.

14. All referee decisions are final. No protests will be allowed, except for ineligible player.

15. 8U teams will play Modified Playing Rules 4V4 NO GOALKEEPER no off-sides, no heading, and no slide tackling (throw-ins are used in the U8 division). See "Heading Rule" below.

16. 9U/10U recreational teams will play 7V7 (including goal-keeper), throw-ins, and off-sides. 9U/10U academy teams can play 7V7 (including goal-keeper), throw-ins, and off-sides. 10U academy teams will play 7V7 (including goal-keeper), throw-ins, and off-sides. 9U/10U 7v7 Recreational and Academy Teams NO Punting, NO drop-kicks (ball dropped and then kicked "on the bounce", No Headers and play will use the build out blue line. Academy teams playing 9v9 have NO build out lines and CAN punt the ball, and WILL have offsides. No Headers allowed, See "Heading Rule" below.

17. 11U Recreational will play 9V9 (including Goalkeeper) throw-ins and off sides. Competitive 11U will play 9V9 (including goalkeeper) throw-ins and off sides. No Headers allowed, See "Heading Rule" below.

18. 12U Recreation and Competitive will have the option to play 9V9 (including Goalkeeper) format, or 11V11 (including goalkeeper) format. Throw-ins and off sides will apply to both formats. 11v11 format will be played on a full sized field with full sized goals. Ball will remain a size 4. Heading is allowed in both formats.

19. 13U thru 19U will play 11V11 (including goalkeeper) throw-ins and off sides. A player may only be on only one roster.

20. **HEADING RULE:** Players in the U12 programs and younger shall not engage in heading, either in practice or in games. Per US Soccer Referee Program – How the rule should be implemented:

“When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball then play should continue.”

21. The Chairman of Cup & Games, tournament director, or their designee, is empowered to make all decisions regarding the competition during the tournament.

22. The decision of the Chairman of Cup & Games or Tournament Director is final in all matters. No appeals will be allowed beyond that point.

23. In the event the referee or linesmen are missing from the field, report immediately to your Field Coordinator. 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.

24. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament committee.

25. The teams playing first in the day will need to put up nets and corner flags, if necessary. The teams playing last in the day will need to take down nets and corner flags, if necessary.

26. 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 will forfeit their entry fee and performance bond, if one has been posted

27. All teams not accepted by the tournament will be refunded in full within 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).

28. In case of rain - HARD RAIN, NOT A SPRINKLE - call the headquarters and/or visit the web site before you leave for the game. 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.

29. All decisions by the tournament Director are final and can supersede any of the above.

For any assistance needed, see the Cup & Games Field Coordinator.