

Dallas Texans Fall Festival Tournament Rules

1. Each team must have numbered alternate jerseys or numbered T-shirts available. 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 team listed first on schedule. Home Team will change jerseys if there is a color conflict. Teams will occupy one side of playing field, while parents and spectators will occupy the opposite side.
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 playoff games. Half time will be five (5) minutes.
3. A game shall be declared a forfeit by the Tournament Director if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing, with 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.
4. U11 – U19 teams will play Mini Games in preliminary, Quarter, Semi, and Final games. Half time will be 5 minutes. If teams are tied at the end of Quarter finals, games will go directly to penalty kicks. If teams are tied at the end of Semi or Final games teams will go directly to kicks from the mark to determine a winner.
5. EACH ACADEMY TEAM will play 3 preliminary games. Only the top scoring teams will advance to the championship rounds. Each Academy team roster is allowed a maximum of 16 players. There are no guest players allowed on an Academy teams. Academy teams will play 7 v 7. Academy teams must submit the tournament roster provided by the tournament. An Academy player is only allowed to play on one team during the tournament and can not "play up".

6. AGE DIVISION	7. ROSTER SIZE	8. LENGTH OF HALVES	9. BALL SIZE	10. OVERTIME
11.	12.	13.	14.	15.
16. U10 Academy 7v7	17. 14	18. 25 Minute	19. 4	20. Kicks from the Mark
21. U11 9v9	22. 16	23. 25 Minute	24. 4	25. Kicks from the Mark
26. U12 9v9	27. 16	28. 25 Minute	29. 4	30. Kicks from the Mark
31. U13	32. 18	33. 30 Minute	34. 5	35. Kicks from the Mark
36. U14	37. 18	38. 30 Minute	39. 5	40. Kicks from the Mark
41. U15	42. 22	43. 35 Minute	44. 5	45. Kicks from the Mark

46. U16	47. 22	48. 35 Minute	49. 5	50. Kicks from the Mark
51. U17-U19	52. 22	53. 35 Minute	54. 5	55. Kicks from the Mark

5.

a. Brackets with 3 or 4 teams that play each other within the bracket, the team with the highest total points will advance from the bracket. Three team brackets that play crossover games with other the other three team bracket, the two (2) teams 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, FIFA "kicks" from the penalty spot will be taken to determine the winner

NTSSA scoring system for mini games will be as follows:

- a. 3 points for a win
- b. 1 points for a tie
- c. 0 points for a loss
- d. A forfeit game will be scored at a 3-0 win in calculating games points for tiebreaker
- e. determination.

b. If two or more teams are tied in points after their games are completed, the following tiebreaker procedures will be used to determine the team advancing:

- f. Goal differential - team with highest goal differential against opponents will advance
- g. (maximum of 5 goals for differential).
- h. Highest number of goals scored in overall competition.
- i. Head to Head game results - winner will advance.
- j. Least number of penalty points (caution = 1, send off = 2).
- k. Penalty kicks.
- l. Tournament Director's decision.

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is eliminated. Then for the remaining teams tied, tiebreakers will be applied in order from the first tiebreaker until a winner is determined.

6. In 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.

7. 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 referees discretion

8. Any send-offs should be reported to the tournament field headquarters immediately following the game. Any player or coach sent-off shall automatically sit out the next played tournament game. 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. NTSSA card accumulation rules will be applied for this tournament. The Tournament Director or NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase a suspension at its discretion.

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

10. The DTSC Fall Festival is a Qualifying Tournament for the 2018 Dr. Pepper Dallas Cup XXXIX. The Winners of the Red (top) Division in each age group Boys U13, Boys U14 and Boys U16 will get automatic entry to the 2018 Dallas Cup XXXIX in those age groups. Only non North Texas teams that win the U15 age group will receive automatic entry into the 2018 Dallas Cup XXXIX.

11. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.

12. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.

13. In the event the referees are missing from the field, report immediately to your Field Coordinator. In the event the assistant referee(s) is 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. If a game is stopped before half time and the game cannot be completed or replayed due to time or field constraints, the result of the game can be determined by kicks from the mark.

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

16. All scores shall be turned into the Field Coordinator at each playing complex by the Referee as well by the managers of each team at the completion of each game. Failure to do so by the managers can result in the loss of standings points.

17. Net and Flags: These will be supplied by the complexes.

18. Any team that has been accepted and withdraws from the tournament after the deadline may not be allowed to enter any sanctioned NTSSA 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.

19. The DTSC Fall Festival is a stay to play tournament. This means that all teams that require hotel accommodations must use an approved tournament hotel and make all reservations through Travel All Seasons.

20. In case of rain - HARD RAIN, NOT A SPRINKLE - call the headquarters hotel or Dallas Texans S.C. Hotline, (972) 738-9988, (touch 4 to reach the tournament line and follow instructions) 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. For any assistance needed, contact the tournament director at rayhirsch@gmail.com or call the tournament hotline at (972) 738-9988, touch 4 to reach the tournament line.