



PREMIER CUP 2018 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 full-length 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 Tournament Director if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing, with either a two hundred dollar (\$200.00) cashiers check, money order or cash deposit, before the end of the game to the tournament field headquarters.
4. U8 – U19 teams will play mini games in preliminary & quarter-final games. Semi-final and Final games will also be mini games. Game format will be as follows: U8 – 4v4, U9 & U10 - 7v7, U11 & U12 – 9v9, U13 to U19 – 11v11

EACH ACADEMY TEAM will play 3 preliminary games. Only the top scoring teams will advance to the championship rounds. Each U10 Academy team roster is allowed a maximum of 16 players. There are no guest players allowed on an Academy team. 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.

<u>DIVISION</u>	<u>MINI GAME LENGTH</u>	<u>BALL SIZE</u>	<u>OVERTIME</u>
U-8	25 Minute Halves	3	None
U-9	25 Minute Halves	4	None
U-10	25 Minute Halves	4	None
U-11	25 Minute Halves	4	None
U-12	25 Minute Halves	4	None
U-13	30 Minute Halves	5	None
U-14	30 Minute Halves	5	None
U-15	35 Minute Halves	5	None
U-16	35 Minute Halves	5	None
U-17	35 Minute Halves	5	None
U-19	35 Minute Halves	5	None

5. Divisions with one or more four (4) team brackets, the two teams with total highest points from each bracket will advance.

Divisions with a combination of three (3) and/or four (4) team brackets (eg. one four (4) team bracket and two (2) three (3) team brackets = ten (10) teams) that play each other within the division, the teams with the highest total points from each bracket will advance as bracket winners, as well as the next team/s with the next highest point total will advance as wild cards. The number of wildcard teams will be determined by the number of brackets in the flight.

Divisions with two (2) three (3) team brackets that play one crossover game with the other three team bracket, the two (2) highest total point teams from each bracket 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. 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 shut out (not allowing opponent to score)
- f. A forfeit game will be scored at a 3-0 win in calculating games points for tiebreaker 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:

1. Head to Head game results - winner will advance.
2. Goal differential - team with highest goal differential against opponents will advance (maximum of 3) goals scored - goals against. Only the first 3 goals scored by any team in any game will be counted in calculating winning points for advancement. (Example: A 4-1 game = 3-1 in calculating advancement; a 10-4 game = 3-3 in calculating advancement).
3. Fewest goals allowed - team with fewest goals allowed will advance.
4. Most goals scored – the with the most goals will advance (limit of 5 goals per game)
5. Most number of "shut-outs" - team with most "shut-outs" will advance.
6. Penalty kicks.

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is declared a winner.

6. 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

7. 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. Any player receiving two (2) cautions (yellow cards) in a game must sit out the next played tournament game. The Tournament Director or NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase the suspension at its discretion.
8. All referee decisions are final. No protests will be allowed, except for ineligible player. Any protest that is filed, must be accompanied, by a two hundred dollar (\$200) deposit, payable by cash or cashier's check or money order. Protests must be submitted within one (1) hour of the end of the game in question.
9. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
10. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
11. In the event the referee or assistant referee is missing from the field, report immediately to your Field Coordinator. In the event the assistant referee is not available, each team is required to provide a "club linesman".

12. 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.
13. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the Tournament Director.
14. In all NTSSA State sponsored tournaments, all scores shall be turned into the Field Coordinator by the Referee as well by the managers of each team. Failure to do so by the managers can result in the loss of points or standings.
15. Net and Flags: All nets and flags will be supplied.
DO NOT TAKE ANY NETS DOWN OR REMOVE FLAGS.
16. Any team that withdraws from the tournament after being accepted will not be eligible for a refund on the tournament entry fee.
17. In case of rain - HARD RAIN, NOT A SPRINKLE - call the hotline number 214-454-5106 or check the website for weather updates. If inclement weather cancels the tournament prior to start of first scheduled game, a maximum of 50% of the entry fee will be retained by the tournament to cover start-up cost of the tournament. If games have been started or played, no refunds will be given.

For any assistance needed, see the tournament officials.