

FWYSA TOURNAMENT RULES
(revised April, 2010)

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 players equipment is corrected. Home Team is team listed first on schedule. Home Team will change jerseys if there is a color conflict. Home Team will occupy either the North or West side of playing field. Home Team should provide a game ball.
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 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) cashiers 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. Teams will play Mini Games in preliminary & quarter-final games. Semi-final and Final games will be full length. Half time will be 5 minutes.

<u>DIVISION</u>	<u>MINI GAME LENGTH</u>	<u>FULL GAME LENGTH</u>	<u>BALL SIZE</u>	<u>OVERTIME</u>
U-8	18 Minute Halves		3	
U-9/10	20 Minute Halves	25 Minute Halves	4	2-10 Minute Periods
U-11/12	20 Minute Halves	30 Minute Halves	4	2-10 Minute Periods
U-13/14	25 Minute Halves	35 Minute Halves	5	2-10 Minute Periods
U-15/16	30 Minute Halves	40 Minute Halves	5	2-10 Minute Periods
U-17/19	30 Minute Halves	45 Minute Halves	5	2-10 Minute Periods

5. 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 game with other three team brackets, the two (2) teams with the highest total points of the two (2) brackets will advance. 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, two (2) overtime halves will be played, and if the game is still tied at the end of the second overtime period, FIFA "kicks" from the penalty spot will be taken to determine the winner. A bracket of 5 teams will play a round-robin, with 1st place going to the team with the most points and 2nd place going to the team with the second-highest points.

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 mini-games points for tiebreaker determination.

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 "shut-outs" - team with most "shut-outs" will advance.
- c. Goal differential - team with highest goal differential against opponents will advance (maximum of 5). Goal differential = goals scored - goals against. (Example: 7-0 game = 5-0 in calculating advancement; 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. Penalty kicks.

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement.

6. The "Wild Card" team is the 2nd place team with the highest number of points. The "Wild Card" team will be determined by the following procedure in age divisions with an unequal number of teams (4-4-4; 4-3-3; etc.) in brackets. Each team in the age division will divide their points by total games scheduled to determine the team with highest percentage. The team with highest percentage will advance to the next level of play. In the event of a percentage tie between teams, then the tiebreaker procedure in 5 above will determine the "Wild Card".
7. 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.
8. Recreational teams may have up to 3 guest players and select teams may have up to 5 guest players; however,, U8 teams may have no more than 10 players at the tournament, U9-U10 recreational teams no more than 14 players, U9 academy teams no more than 16 players, U10 academy teams no more than 18 players, and U11 and above teams no more than 18 players.
9. 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
10. 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, 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 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 A&D Committee has the right to hold a hearing and increase the suspension at its discretion.
11. All referee decisions are final. No protests will be allowed, except for ineligible player.
12. Under 8s will play Modified Playing Rules with 5 players on the field (including goal-keeper), no off-sides, and no slide tackling (throw-ins are used in the U8 division). Under 9/10 recreational teams will play with 7 players on the field (including goal-keeper), throw-ins, and off-sides. Under 9 academy teams will play with 9 players on the field (including goal-keeper), throw-ins, and off-sides. Under 10 academy teams will play with 11 players on the field (including goal-keeper), throw-ins, and off-sides.
13. The Chairman of Cup & Games, tournament director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
14. The decision of the Chairman of Cup & Games or Tournament Director is final in all matters. No appeals will be allowed beyond that point.
15. In the event the referee or linesmen are missing from the field, report immediately to your Field Coordinator. In the event the linesman are 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. Full-length games, if tied will be determined by the tiebreaker procedure.
15. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament committee.
16. All scores shall be turned into the Field Coordinator.
17. 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.
18. 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 may forfeit their entry fee and performance bond, if one has been posted.

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)

19. 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 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.

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