

FWYSA TOURNAMENT RULES
(revised October, 2007)

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) 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. Teams will play Mini Games in preliminary games. Quarter-final, 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 Min. Halves		3	
U-9/10	20 Min. Halves	25 Min. Halves	4	2-10 Min. Periods
U-11/12	25 Min. Halves	30 Min. Halves	4	2-10 Min. Periods
U-13/14	30 Min. Halves	35 Min. Halves	5	2-10 Min. Periods
U-15/16	30 Min. Halves	40 Min. Halves	5	2-10 Min. Periods
U-17/19	35 Min. Halves	45 Min. Halves	5	2-10 Min. Periods

- 5.a. In brackets of four teams that play each other within the bracket, the team with the highest total points will be the "bracket winner." In brackets of three teams that play crossover games with another three team bracket, the two teams with the highest total points of the two brackets will be the teams that advance. Additional "wild card" teams that advance will be the next highest point totals in combined brackets, as described in the Semi-Finals and Finals Schedule. 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, two ten-minute 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. Brackets with an odd number of teams 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 OR these 1st and 2nd place teams from the round-robin will play in a Final game. Ties are broken under rules in 5.b.

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 as a 3-0 win in calculating mini games points for tie-breaker determination.
- 5.b. If two or more teams are tied in points after their mini games are completed, the following tie breaker procedures will be used to determine the team advancing:
 - a. Head to Head game results - winner will advance.
 - b. Fewest accumulation of caution points, 1 point for yellow and 2 points for red.
 - c. Goal differential - team with highest goal differential against opponents (goals scored less goals against—maximum of 5) will advance. Example: 7-0 game is only 5 goal differential; 11-5 game is only 5 goal differential; etc.
 - d. Fewest goals allowed - team with fewest goals allowed will advance.
 - e. Most number of "shut-outs" - team with most "shut-outs" will advance.
 - f. Penalty kicks.

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

6. 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 teams no more than 14 players, and U11 and above teams no more than 18 players.
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 (or between quarters in U-8)
 - In case of extreme heat, at the referees discretion
8. 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. 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 the tournament must sit out the next played tournament game. The NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase the suspension at its discretion.
9. All referee decisions are final. No protests will be allowed, except for ineligible player.
10. 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 9s and Under 10s will play with 7 players on the field (including goal-keeper), throw-ins, and off-sides.
11. The Chairman of Cup & Games, tournament director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
12. The decision of the Chairman of Cup & Games or Tournament Director is final in all matters. No appeals will be allowed beyond that point.
13. In the event the referee or linesman 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 by 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 tie breaker 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. Any team that withdraws from a tournament or does not complete all required scheduled games, will 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.
17. 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 (or any complete divisions) prior to start of first scheduled game, a maximum of 50% of the entry fee of the affected teams will be retained by the tournament to cover start-up cost of the tournament.
18. 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.

For any assistance needed, see the Cup & Games Field Coordinator or call the tournament headquarters.