

IRVING TOURNAMENT RULES

1. All player on the same team will be required to wear the same color uniforms with permanent numbers (except the goalkeeper). In case of color conflict, the home team will wear shirts of a non-conflicting color. The home team is listed either first or on top in each schedule. slot.
2. Scoring points will be awarded for mini-games as follows:
 - a. 6 points for a win.
 - b. 3 points for a tie.
 - c. 0 points for a loss or forfeit.
 - d. 1 point per goal scored in the game with a maximum of 3 points.
 - e. 1 point for a shut-out (not allowing your opponent to score).

In age brackets that contain flights with different numbers of teams, points will be determined on the 10 point system. All teams divide points by total games played.

If two or more teams are tied in points after their mini-games are completed, the following tie-breaker procedure will be used to determine the team advancing.

- a. **Head-to-head game result - 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 will advance (maximum of 3) (Goals scored minus goals against).**
- d. **Fewest goals allowed - team with fewest goals allowed - team with fewest goals allowed will advance.**
- e. **Most goals scored - team with most goals scored will advance (maximum 3 goals per game).**
- g. **Most number of shut-outs - team with most shut-outs will advance.**
- h. **Penalty kicks.**

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

A forfeited game will be scored as a 3 - 0 win in calculating mini-game points and for tie-breaker determination.

3. A team must have at least eight player on the field to start play. There must be a minimum of seven to continue the game. U-6 through U-10 see developmental rules.
4. There will be free substitution, with the referee's consent, at the following times:
 - a. A player receiving a yellow card (the player carded only).
 - b. After an injury. (if referee stops play) (either team)
 - c. Prior to a throw-in for the team in possession only.
 - d. Prior to a goal kick.
 - e. After a goal by either team.
 - f. At half time by either team.

* U-6 through U-10 see developmental rules.

5. Length of games and ball sizes:

		<u>Mini-Games</u>	<u>Full Length Games</u>	<u>Over Time</u>
U-6	#3 Ball	10 Minute Quarters		
U-8	#3 Ball	10 Minute Quarters		
U-10	#4 Ball	20 Minute Halves	25 Minute Halves	*
U-12	#4 Ball	25 Minute Halves	30 Minute Halves	*
U-14	#5 Ball	25 Minute Halves	35 Minute Halves	*
U-16	#5 Ball	30 Minute Halves	40 Minute Halves	*
U-19	#5 Ball	30 Minute Halves	45 Minute Halves	*

* Mini-Games will be allowed to end in a tie.

* In quarter and semi-final games a winner must be determined. No overtime and will go immediately into penalty kicks.

* Championship and /or Consolation games ending In a tie will go into **two five minute overtime periods** and, if necessary, then penalty kicks.

6. All referee decisions will be final. Protests of referee decisions will not be allowed. Any challenge of rosters or other questions must be brought to the attention of the Field Marshal or Tournament Director immediately, in writing with a \$100.00 money order or cash deposit.
7. The decision of the Tournament Director is final in all matters.
8. In the event the referee is missing from the field, a team representative should report immediately to your Field Marshal. In the event linesmen are not available, each team is required to provide a club linesman. The game should not be delayed waiting on linesmen.
9. If games are running late, the next game will start immediately without warm-up on the playing field being allowed.
10. If a game is played into the second half but is stopped short of full time, other than acts on the part of the teams, the game shall be considered complete.
11. A game shall be declared a forfeit if a team is not ready to play at the published time of mini-games and within five minutes of full length games. At half-time the teams must be ready to resume play within 2 minutes of the referee's designation.
12. Referee cautions and players or coaches sent off (ejected) should be reported immediately to the Tournament Director and/or tournament A&D committee. Any player or coach sent off by the referee will sit out a minimum of one game. Any player or coach receiving two cautions will sit out the next tournament game played. The tournament A&D committee has the right to hold a hearing and increase the suspension at its discretion. All reports of misconduct will be forwarded by the tournament A&D committee to the offending team's home association and NTSSA.
13. Players, spectators and coaches of each team will be on opposite sides of the field and all coaching will be confined to the coach's area. The home team will choose their side of the field first. If one team refuses to go to the opposite side of the field, resulting in game delay, rule "12" will apply.
14. In case of rain show up for all scheduled games on time. Unless your are advised otherwise by your tournament commissioner, game will be played as scheduled.
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. Teams accepted by the tournament but that withdraw will receive no refund. Teams that do not show up for all scheduled games will not be eligible for next year's tournament and will be reported to NTSSA.
17. Proof of age and eligibility must be available upon request at each game.
18. If a player's number does not match the roster on file with the Tournament will be considered an ineligible player.
19. A team playing an ineligible player will forfeit at least one game (0-3) and may be removed from the tournament
20. Scores/game cards will be turned in by the winning coach immediately after the game. (Both coaches turn in the score if the game is a tie.) Teams that do not turn in the score within 30 minutes after their game will have points deducted from their standings.

Under 6 Developmental Rules

Number Of Players:

Maximum number of player on the field at any one time will be **5** No goalkeeper. Minimum number of players on the field will be 4

Substitution:

Injuries and at the end of each quarter.

Duration of the game:

See Tournament Rule # 5.

Off-sides:

No off-sides, unless a team is taking unfair advantage of this exception.

Fouls:

All Kicks are indirect.

Penalty Kicks:

No penalty kicks will be taken during these games.

Standings:

Standings will **not** be kept.

Under 8 Developmental Rules

Number Of Players:

Maximum number of player on the field at any one time will be **seven**. One of whom will be a **goalkeeper**. Minimum number of players on the field will be six.

Substitution:

Injuries and at the end of each quarter. **No** player may play goalkeeper more than **one** (1) quarter in each game.

Duration of the game:

See Tournament Rule # 5.

Off-sides:

No off-sides, unless a team is taking unfair advantage of this exception.

Fouls:

All Kicks are indirect.

Penalty Kicks:

No penalty kicks will be taken during these games.

Standings:

Standings will **not** be kept.

Under 10 Developmental Rules

Number Of Players:

Maximum number of player on the field at any one time will be 8 One of whom will be a **goalkeeper**. Minimum number of players on the field will be 6.

Substitution:

Prior to a throw-in in your favor, prior to a goal-kick by either team, after a goal, at a stoppage for injury, for a player that has been cautioned and at half time.

Duration of the game:

See Tournament Rule # 5.

Off-sides:

Conform to FIFA.

Fouls:

Conform to FIFA.

Penalty Kicks:

Conform to FIFA.

Standings:

Standings **will** be kept.

FIFA Rules For Kicks From The Penalty Mark

At the end of regulation play if the score is tied, the team that will qualify for the next round of competition or will be declared winner of the competition will be decided by the taking of kicks from the penalty mark.

1. The referee shall choose the goal at which all of the kicks shall be taken.
2. The referee shall toss a coin, and the team whose captain wins the toss shall Choose to take the first or second kick.
3. Only the players on the field at the end of the game will take part in the taking of the kicks. Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.
4. At the end of the game, all players on the field will go to the center circle. The only players allowed to leave the circle are the two goalkeepers and the player who is to take the next kick. The keeper not in goal should remain outside the penalty box and to one corner of the box.
5. Five players are chosen by each team to take the kick. The linesman, tournament official, or referee will record their numbers. Goalkeepers may be one of the kickers.
6. Five kicks will be taken alternately by each team. The number of each player will be called when it is time for their kick.
7. The team that scores the greater number of goals shall qualify for the next round of the competition, or shall be declared winner of the competition, as the case may be.
8. If the score is still tied after five kicks, the remaining players take alternating kicks until the tie is broken. Not until all remaining team players (In the centre circle) , including the goalkeeper, have taken a kick, may a player of the same team take a second kick.
9. Any player on the field may change places with his goalkeeper during the kicks.