

## Mary Warner Fall Classic Playing Rules

### 50% Playing time rule also applies to overtime periods.

1. All players on the same team will be required to wear the same color uniforms with unique permanent numbers (except the goalkeeper – who should be identified by number on the roster). In case of color conflict, the home team will wear shirts of a non conflicting color (pennies may be used over the jersey to resolve color conflicts). The home team is listed either first or on the top in each schedule. Home Team will occupy either the North or West side of the playing field.
2. All referee decisions are final.
3. The only protests allowed are for ineligible player and misapplications of the laws of the game that the referee admits. All protests must have a material impact on the outcome of the game and be reported in writing, along with a One Hundred Dollar (\$100) cashier's check, money order or cash.
4. The Tournament Director, or his designee, is empowered to make all decisions regarding the competition during the tournament.
5. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
6. In the event of inclement weather, the format for tournament play and/or for the completion of the tournament will be determined by the Tournament Committee.
7. Absolutely NO air horns or other noise makers allowed.
8. Each team (U12 through U19) must have a minimum of seven (7) players on the field to start the game. There must be a minimum of six (6) players to continue the game. In under 10 and under 9 six (6) players are required, Under 4 to Under 8 three (3) players are required.
9. 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.
10. 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. (If the team in possession is substituting, the opposing team may substitute only if the request is granted by the Referee.) Prior to a goal kick by either team after a goal by either team after an injury by either team, when the referee stops the play At Half time by either team (also quarter time for U4 and U8) by either team at the referee's discretion.

\*Each recreational player, when present at a game, shall be required to play a minimum of 50% of the time, unless the player's time has been reduced for medical or disciplinary reasons, in which case the coach must notify the player, and the opposing coach prior to the beginning of the game that the minimum time has been reduced (non-attendance at practice and non-payment of fees may be cause for disciplinary action).

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11. Teams will play Mini Games in Preliminary & Quarter-final games. Semi-final and Final games will be full length. Half time will be five (5) minutes ALL Levels. (Under 4 and Under 8 do not play advancement games)

Division	Mini Game Length	Full Game Length	Ball Size	Overtime	# of Players
4U-8U	N/A	4Q x 10 Min	3	N/A	4v4 No Keepers
9U-10U	2H x 20 Min	2H x 25 Min	4	2 x 10 Min	7v7 with Keepers
11U-12U	2H x 25 Min	2H x 30 Min	4	2 x 10 Min	9x9 with Keepers
13U-14U	2H x 30 Min	2H x 35 Min	5	2 x 10 Min	11v11 with Keepers
15U-16U	2H x 35 Min	2H x 40 Min	5	2 x 10 Min	11v11 with Keepers
17U-19U	2H x 40 Min	2H x 45 Min	5	2 x 10 Min	11v11 with Keepers

12. Unless otherwise specified, the following shall be used to determine advancement to the next level. Brackets with 3, 4 or 5 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 three team brackets, the two (2) teams with the highest total points of the two (2) brackets will advance. Revision 2 – October 2016 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, two (2) 10 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.

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-game points for tie breaker determination.

13. In age brackets that contain flights with different #'s of teams, points will be determined on a 10-point system. All teams will divide points by total games scheduled.

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14. NTTSA tiebreaker system for mini-games will be as follows: 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. Most number of “shutouts” – team with most “shutouts will advance”.
- C. Goal Differential – team with highest goal differential against opponents will advance (maximum of five (5) goal differential). For example a 7-0 game = 5-0 in calculating advancement. An 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. FIFA “kicks” from the penalty spot – team winning will advance. These tie-breaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement.

In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, then the same tie breakers are used with the exception that averaging to determine b, c, d and e will be used.

15. When determining “Wild Cards” if needed, the team(s) from all brackets with the next highest number of points will be selected after all bracket winners have been chosen. Age brackets that contain flights with different numbers of scheduled games, points will be determined on a 10-point system. All teams will divide points by total games scheduled in order to obtain equality with all brackets.

16. All scores, cautions, and send-offs shall be turned in to the Field Coordinator by the Referee. Misconduct reports must be given to the Referee prior to the start of each game (filled in completely). Game reports shall be turned in at the Site Headquarters by both teams within thirty (30) minutes of the completion of their game. Both coaches should stop by the Site Headquarters before each succeeding game to verify that all scores, cautions and send-offs have been posted correctly.

17. Any send-offs should be reported to the Tournament Committee immediately following the game. Any player sent-off (other than on account of receiving two cautions in the same game) shall automatically sit out the next played tournament game with their team (out of uniform) (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 play). Any coach sent-off shall automatically sit out the next played tournament game (may not be on the complex). Any player/coach receiving 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 NTTSA Cup and Games A&D Committee has the right to hold a hearing and increase the suspension at its discretion. Any player sent off must immediately report to the tournament headquarters with a manager or parent. Any coaches or spectators sent off must report immediately to the tournament headquarters. Note: The Soccer complex is defined as the property within the public access roads that surround the playing fields designated as PARD responsibility. This does include the parking lot.

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18. 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 tie breaker procedure.

19. In the event the referee or a linesman is missing from the field, report immediately to your Field Coordinator. In the event the linesmen are not available, each team is required to provide a "club linesman". Revision 2 – October 2016

20. Nets and flags shall be provided.

21. All teams not accepted by the tournament will be refunded in full within ten (10) days of the notification of rejection, or notification of the teams accepted, whichever comes first. (Posting on the web sites can be considered notification of teams accepted).

22. Any team that withdraws from the tournament less than two weeks from the start of a 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 and Games Committee. The committee may issue sanctions to include suspension from tournament play.

23. In case of rain – HARD RAIN, NOT A SPRINKLE – Follow the tournaments weather guidelines. Tournament Refund Policy - 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, see the Cup & Games Field Coordinator or call the tournament headquarters