



Kris Thetford Memorial Cup Rules



(adapted from NTSSA RULES FOR SPONSORED OR SANCTIONED TOURNAMENTS AND EVENTS--CHAPTER 8)

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 or wear "pennies". Home Team will occupy either the North or West Side of playing field, except at complexes which are setup for teams/players to be on the opposite side of the field from spectators.
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.
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-5/6 and U-7/8 are participation only, no playoffs.

DIVISION	MINI GAME LENGTH	FULL GAME LENGTH	BALL SIZE	OVERTIME
U-5/6	8 Minute Quarters	N/A	3	N/A
U-7/8	8 Minute Quarters	N/A	3	N/A
U-9/10	20 Minute Halves	25 Minute Halves	4	2-10 Minute Periods
U-11/12	25 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. Five team brackets will play a round robin of 4 games and then a final. 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) overtime halves will be played. The Golden Goal rule does not apply. 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 at a 3-0 win in calculating mini-games points for tiebreaker determination.

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

NTSSA 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 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 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).
- 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.

The tiebreaker procedures will be applied, in order, to teams tied in points until one 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". In the event that the "Wild Card" team is scheduled to play the winner from their own bracket, the tournament director has the authority to realign the playoff format.

7. Each team in age groups U11 and above 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. 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

9. Any send-off should be reported to the Tournament Committee immediately following the game. Any player or coach 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 (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.

10. All referee decisions are final. No protests will be allowed, except for ineligible player.

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 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. The team's coach is responsible for bringing the completed game report to the designated field marshal or tournament official within fifteen minutes of the game conclusion.

17. Net and Flags: THE HOST ASSOCIATION FURNISHES NETS AND FLAGS.

18. Any team that withdraws from a tournament less than two weeks from the start of the tournament or after the publication of the schedule, whichever comes first, 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 Cleburne Soccer Association office at 817-641-7622 or check the Cleburne Soccer Association website at www.cleburnesoccer.com or www.kristhetfordmemorialcup.com before leaving 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 or call the tournament headquarters.