

2006 DALLAS TEXANS FALL FESTIVAL TOURNAMENT RULES

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 player's equipment is corrected. Home Team is team listed first on schedule. Home Team will change jerseys if there is a color conflict. Teams will occupy one side of playing field, while parents and spectators will occupy the opposite side.
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 playoff games. Half time will be five (5) minutes.
3. A game shall be declared a forfeit by the Tournament Director if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing, with a one hundred dollar (\$100.00) cashier's check, money order or cash deposit, before the end of the game to the tournament field headquarters.
4. U11 – U16 teams will play Mini Games in preliminary, Quarter, Semi, and Final games. Half time will be 5 minutes. If teams are tied at the end of Quarter finals, games will go directly to penalty kicks. If teams are tied at the end of Semi or Final games teams will play overtime. If Semis and Finals are still tied after the full overtime has been played then penalty kicks.

EACH ACADEMY TEAM will play 3 preliminary games. Only the top scoring teams will advance to the championship rounds. Each Academy team roster is allowed a maximum of 14 players. There are no guest players allowed on an Academy teams. Academy teams will play 9 v 9. Academy teams must submit the tournament roster provided by the tournament. An Academy player is only allowed to play on one team during the tournament and can not "play up".

AGE DIVISION	GAME LENGTH	BALL SIZE	OVERTIME
U9/10 Academy	20 Minute	4	2-10 Minute Periods
U11	25 Minute	4	2-10 Minute Periods
U12	25 Minute	4	2-10 Minute Periods
U13	30 Minute	5	2-10 Minute Periods
U14	30 Minute	5	2-10 Minute Periods
U15	35 Minute	5	2-10 Minute Periods
U16	35 Minute	5	2-10 Minute Periods

- 5.a. 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 games with other the other three team bracket, the two (2) teams with the highest total points of the two (2) brackets will 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) ten (10) minute overtime halves will be played-NO GOLDEN GOAL. 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 games points for tiebreaker determination.
- b. If two or more teams are tied in points after their 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. Goal differential - team with highest goal differential against opponents will advance (goals scored minus goals against).
 - c. Fewest goals allowed - team with fewest goals allowed will advance.
 - d. Most number of "shut-outs" - team with most "shut-outs" will advance.
 - e. Penalty kicks.

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is eliminated. Then for the remaining teams tied, tiebreakers will be applied in order from the first tiebreaker until a winner is determined.

- 6. 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.
- 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
 - In case of extreme heat, at the referees discretion
- 9. Any send-offs should be reported to the tournament field headquarters 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. NTSSA card accumulation rules will be applied for this tournament. The Tournament Director or NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase a suspension at its discretion.
- 10. All referee decisions are final. No protests will be allowed, except for ineligible player.
- 11. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
- 12. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
- 13. In the event the referees are missing from the field, report immediately to your Field Coordinator. In the event the assistant referee(s) is 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.
15. In the event of inclement weather, the format for tournament play and/or completion of the tournament will be determined by the Tournament Director.
16. All scores shall be turned into the Field Coordinator at each playing complex by the Referee as well by the managers of each team at the completion of each game. Failure to do so by the managers can result in the loss of standings points.
17. Net and Flags: The first teams to play each morning will put up the nets and flags, and the last teams to play will take them down and leave them at one corner of the goal posts. FAILURE TO TAKE DOWN NETS AFTER LAST SCHEDULED GAME WILL RESULT IN TEAM(S) LOSING STANDINGS POINTS AS DETERMINED BY THE TOURNAMENT DIRECTOR.
18. Any team that withdraws from a tournament once schedules have been posted may not be allowed to enter any sanctioned NTSSA 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.
19. In case of rain - HARD RAIN, NOT A SPRINKLE - call the headquarters hotel or Dallas Texans S.C. Hotline, (972) 738-9988, (touch 4 to reach the tournament line and follow instructions) before you leave for the game. If inclement weather cancels the tournament prior to start of the 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 tournament officials or call the tournament hotline at (972) 738-9988, touch 4 to reach the tournament line