

2010 HEART OF TEXAS SOCCER ASSOCIATION COMPETITIVE CLASSIC TOURNAMENT RULES

It is with great pleasure that we welcome you and your team to the Waco Competitive Tournament.

Enclosed with this letter you will find rules of competition, maps, and directions to the HOT soccer fields. Also enclosed is a map to the Coaches' **Friday night** check-in held at the **HOT Complex** from **6:00 to 9:00 pm on June 11th**. At the Friday night check-in, team tournament packets will be distributed, Notarized Medical release forms will be verified, South Texas teams' player cards will be checked and any last minute changes will be announced. Each team will send a representative to the **Friday night's** mandatory check-in...**NO EXCEPTIONS**. All rosters and guest player forms must be in our office by **Tuesday, June 8th; no roster or guest player forms will be accepted at check-in. No roster changes will be accepted at check-in.**

COACHES:

- 1) **CLEAN UP YOUR SIDELINES AFTER EACH GAME. THIS IS MANDATORY; GAMES WILL BE MONITORED AND PENALTIES WILL BE IMPOSED.**
- 2) **PLEASE TELL YOUR PARENTS....DO NOT PARK IN NO PARKING PLACES; YOU WILL BE TOWED.**
- 3) **NO ANIMALS ALLOWED – FOR EVERYONE'S SAFETY. IF AN ANIMAL IS BROUGHT ONTO THE COMPLEX, THE OWNER WILL BE ASKED TO REMOVE IT IMMEDIATELY. IT IS THE COACH'S RESPONSIBILITY TO INFORM ALL PARENTS AND FANS OF THIS RULE.**
- 4) **NO CAST OR JEWELRY OF ANY KIND.**
- 5) **ANY PLAYER NOT HAVING A NOTARIZED MEDICAL RELEASE FORM ON FRIDAY NIGHT WILL NOT PLAY THE FIRST GAME. ANY PLAYER NOT HAVING NOTORIZED MEDICAL RELEASE 30 MINUTES PRIOR TO THE FIRST GAME WILL NOT PARTICIPATE IN THE TOURNAMENT.**
- 6) **PLEASE CLEAN UP YOUR TEAM'S CAMPSITE. TRASH BAGS ARE AVAILABLE AT THE SITE HEADQUARTERS.**
- 7) **ANY RECREATIONAL TEAMS THAT ARE ACCEPTED IN THIS COMPETITIVE TOURNAMENT ARE REQUIRED TO ADHERE TO THE 50% PLAYING TIME RULE. THIS RULE IS STRICTLY ENFORCED. ANY COACH IN VIOLATION OF THIS RULE WILL BE SUBJECT TO A NTSSA CUP AND GAMES HEARING, ALONG WITH THE POSSIBILITY OF FORFEITURE OF ALL TOURNAMENT GAMES.**
- 8) **ANY RECREATIONAL TEAMS THAT ARE ACCEPTED IN THIS TOURNAMENT MAY ONLY HAVE 3 GUEST PLAYERS.**
- 9) **EVERY TEAM IS REQUIRED TO PROVIDE THE REFEREE WITH A SUITABLE GAME BALL PRIOR TO THE BEGINNING OF THE GAME. THE REFEREE SHALL SELECT ONE TO BE USED DURING PLAY AND RETURN THE BALL TO THE PROVIDING TEAM AND THE CONCLUSION OF THE MATCH.**

In case of rain – HARD RAIN, NOT A SPRINKLE – call the Soccer Complex @**254-752-2884** or access our website at www.hotsoccer.net before you leave for the game. If inclement weather cancels the tournament prior to start of the first scheduled game, one-half (1/2) of the entry fee will be retained. If the tournament cannot be finished due to the weather – winners will be determined by FIFA "Kicks".

We are excited about having you as our guest and as a participant in our tournament. If we can further assist you, let us know.

Competitive Tournament Committee

TOURNAMENT ROSTER SIZE & NUMBER OF PLAYERS ON THE FIELD

<u>AGE GROUP</u>	<u>MAXIMUM ROSTER SIZE INCLUDING GUEST PLAYERS</u>	<u># OF PLAYERS ON FIELD</u>
U9-U10 (Academy)	16	Full-sided
U12-U15	18	Full sided
U15 & Older	22	Full sided

Each team is required to have a minimum of seven (7) players on the field to start the game.

RULES OF COMPETITION

All age groups will play 3 mini games in flight play:

U9-U10	20-minute halves
U11-U12	20-minute halves
U13-U14	25-minute halves
U15	30-minute halves
U19	35-minute halves

Team points are earned on the basis of 6 points for a win, 3 points for a tie and 0 points for a loss. Bonus points are earned for each goal scored, up to 3 points per game, and a shutout receives an extra bonus point. A forfeit is a 3-0 win for a total of 10 points. The top teams in each flight will be determined by the team's total points from all three mini-games, with the highest flight point totals advancing as the flight winner.

Advancement to Sunday Rules:

For an age group consisting of only three (3) team, the age group shall play round-robin games and the winner shall be declared based on the team with the highest number of points.

For an age group consisting on four (4) teams, one flight will exist. The flight will play three games within the flight during flight play. The two teams with the highest number of points shall advance to Sunday to compete in a Final.

For an age group with five (5) teams, the age group shall play round-robin games and the winner and runner-up shall be declared based on the teams with the highest and second highest number of points.

An age group consisting of six (6) teams shall be flighted into two flights of three (3) teams. The two flights of three shall cross-play during flight play. The four teams that will advance to Sunday will be based upon the teams with the highest number of points overall, regardless of flight. The teams shall play semifinals games and then a final.

An age group consisting of eight (8) teams shall be flighted into two flights of four (4) teams. The flights will play three games within their flight during flight play. The two teams with the highest number of points from each flight shall advance to Sunday to compete in a semifinal and then final.

An age group consisting of ten (10) teams shall be flighted into a flight of four (4) teams and two flights of three (3) teams. During flight play, the flight of four will play three games within the flight. The two flights of three shall cross-play during flight play. Advancement to Sunday will consist of the team with the highest number of points from each flight and a wildcard consisting of the team with the next highest number of points. A semifinal and final game shall be played on Sunday.

Age Groups consisting of a different number of teams than listed above shall be notified of Advancement Rules at Check-In.

In case of a tie in total team points, the following order of tie breakers will be applied to determine advancement to Sunday: Head to Head competition, Fewest Caution Points (2 points per red card; 1 point per yellow card), goals allowed (up to 5 per game), goals scored (up to 5 per game), most shut-outs, and coin toss. All cautions and ejections will be recorded and forwarded to the NTSSA Appeals and Discipline Committee and subsequently to your home association.

Semi-final and final games will be full length and consist of the following:

	<u>Semis</u>	<u>Finals</u>
U9-U10	25-minute halves	25-minute halves
U11-U12	30-minute halves	30-minute halves
U13-U14	35-minute halves	35-minute halves
U15	40-minute halves	40-minute halves

Teams in round robin play will continue playing flight play game lengths.

In case of a tie during Sunday competition in semis and finals, two (2) overtime periods will be played. The length of the overtime periods will vary according to age groups. U9-U12 will play two five minute overtimes, U13 and up will play two ten minute overtimes. If still tied, the winner will be determined by FIFA penalty kicks

*****SCORE KEEPING*** (NEW RULES – YOU MUST READ!!!)**

Instead of scorecards, HOT has changed to score sheets for the tournament. Official score sheets are included in your team packet. Please complete the score sheet with your players' names, guest players' names and jersey numbers. Make 6 copies of the completed score sheet and bring to the Friday night check-in. Each coach will give a score sheet to the referee at the beginning of the game. The referee must initial each sheet and each coach must return his/her sheet to the scorekeeper in the information tent within 30 minutes of the match. Failure to turn-in score sheet within this time limit will result in a loss of points for that game. Results will be posted as quickly as possible.

It is solely the individual coach's responsibility to check the scoreboard at the end of flight competition to determine whether his/her team advances to Sunday. NO OTHER NOTIFICATION WILL BE GIVEN.

PROTESTS

No protests will be allowed. All referee decisions and tournament committee decisions are final. We strongly advise our referees to play all games in their entirety. However, if the referee chooses to abandon a game before its completion because of abusive or disruptive behavior by spectators or players, specific guidelines have been set up by the Tournament Committee to determine the outcome of said game.

SUBSTITUTION

Free Substitution will be allowed in all age groups. A team may substitute on its own throw-in, on either team's goal kick, after a score, at half time or during an injury. Also, a team may substitute on a yellow card.

AWARDS

Awards will be given for first and second places. All teams placing 1st and 2nd will receive a trophy. The awards will be presented at a location near the Site Headquarters **IMMEDIATELY AFTER THE FINAL GAME**.

GAME JERSEYS

Every team must have numbered alternate jerseys or numbered T-shirts available for their players. HOME TEAM WILL WEAR WHITE JERSEYS. The HOME TEAM will be responsible for change of jerseys. The home team is always listed first on the playing schedule. Each jersey MUST have an easily identifiable

number. (TAPED NUMBERS ARE NOT ALLOWED). Violators will be removed from the field of play until the player's equipment is corrected.

CONCESSIONS

Food, candy and soft drinks will be available at the complex for your convenience. All proceeds help to offset the many expenses associated with a tournament of this size.

SOCCER COMPLEX RULES

NO ALCOHOLIC BEVERAGES at any playing field or in the parking lot. We ask that you do not bring any cans or bottles onto the soccer complex. They are not good for lawn mowers and are much worse on soccer players. If you wish to bring beverages, we ask that you bring them in plastic or paper cups. Also we ask you to take care of your own trash and use the trash barrels provided.

All players must have adequate shin protection. Referees will check players before each game. NO PLAYER will be allowed to participate without proper equipment.

COACHING AND THE SIDELINES

A coach's area has been painted on the sideline of each field. You will be asked not to go beyond the area designated for your use. Bleachers have been provided for the use and enjoyment of your fans. Please use these areas. Coaches will be held responsible for the actions of their players AND their fans.

Players and Coaches will sit on the same sidelines, with spectators on the opposite sideline. Only coaches and players will be allowed to sit on the player's sidelines.

TEAM DISCIPLINE ("CUMULATIVE CARD SYSTEM" (NORTH TEXAS RULE 3.11.2.3):

A. Yellow Cards: One game automatic suspension for the game following an individual's third yellow card. Two game automatic suspension for the game following such individual's fifth yellow card of the tournament. One game automatic suspension for the game following such individual's 6th yellow card of the tournament.

NOTE: A player/coach/assistant coach receiving a second yellow card in a single game is suspended for the balance of that game, and those two yellow cards are then added to such individual's previous total of yellow cards for that tournament to determine whether additional game suspensions, if any, are required. Red cards issued *solely* as a result of a second yellow in a single game will not be added to such individual's red card total for the tournament.

B. Red Cards: One game automatic suspension for the game following an individual's first red card of the tournament. Automatic suspension, pending a hearing, from all NTSSA-sanctioned activities following such individual's second red card of the tournament. Red cards issued *solely* as a result of a second yellow card in a single game will not be added to such individual's red card total for the tournament.

NOTE: In cases where, during a single game, an individual receives a yellow card followed by a "straight red card" (as opposed to a red card issued solely as a result of a second yellow) both cards will be added to such individual's respective total of red and yellow cards for the tournament and punished accordingly. If Tournament Officials determine that a red card was issued for an infraction that was not an "expulsion" offense in accordance with the FIFA Laws of the Game, such officials may reduce the red card to a yellow card and assess sanctions accordingly. The Tournament Officials may not, however, do away with the card altogether. A full report of this action must be sent to NTSSA.

C. Seventh Card: Any individual obtaining a seventh card in tournament play shall be immediately suspended pending a hearing with NTSSA A&D Committee (meaning any combination of yellow and red cards totaling seven).

D. The Sit-Out Verification Form (used for any player, coach, manager, or spectator, sitting out a game due to disciplinary action) must be signed by the referee. Any individual that has been ejected must leave the field area within two minutes of the ejection or the game will be forfeited. Ejection for fighting or violate conduct will automatically result in the person not being allowed to participate in the remainder of the Tournament and will not be allowed to return to the complex. The Coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated.

HELPFUL HINTS

If you get lost trying to find the complex, call 254-752-2884.

DO NOT PARK ALONG AIRPORT ROAD. YOU WILL BE TICKETED. This illegal action leads to obstructed views while entering and exiting the designated parking areas.

DIRECTIONS TO THE SOCCER COMPLEX

Entering Waco via I-35, take exit 339 marked "Lake Waco/Lakeshore Drive" and head west. After approximately 3.5 miles FM 3051 veers off to the right going towards the airport. **DO NOT TAKE FM 3051.** Instead, continue on Lakeshore Drive until you see the sign for the HOT Soccer Complex. The very next street will be Airport Road. Make a right turn and you will see the complex on your right after about a mile.

ADDITIONAL TOURNAMENT RULES FOR 2010

PLEASE READ CAREFULLY

1. The Tournament Directors, or their designee, is empowered to make all decisions regarding the tournament competition.
2. Any team that withdraws from the tournament less than one week from the start of the tournament, or does not complete all required scheduled games, will not be allowed to enter any sanctioned tournaments until said teams appear before the **NTSSA CUP & GAMES COMMITTEE** for a hearing explaining their actions and said teams will forfeit entry fee and performance bond, if one has been posted.
3. The decision of the Tournament Directors is final in all matters. No appeals will be allowed beyond that point.
4. All referee decisions are final. No protest will be allowed except for an ineligible player.
5. A game shall be declared a forfeit if an ineligible player participates. Any protest of an ineligible player must be made in writing before the end of the game to the Tournament Director or to Site Headquarters along with one of the following: cashier's check, money order, or cash deposit of \$100.00.
6. Any send-offs should be reported to the Site Headquarters immediately following the game. If the send-off was for **FIGHTING** or **ABUSIVE LANGUAGE** or was the player's **SECOND TOURNAMENT SEND-OFF**, the player will be suspended for the remainder of the tournament.
7. In the event that a referee or linesman is missing from the field, report to the Site Headquarters tent immediately. In the event that a linesman is not available, each team is required to provide a "**CLUB LINESMAN.**"
8. If a game is played into the second half, but is stopped short of full time for other than acts on the part of the teams, the games shall be considered complete. Full-length games, if tied, will be determined by the Tournament Committee.
9. All scores, cautions, and send-offs shall be turned into the Site Headquarters by the referee. Both coaches should stop by the Site Headquarters to verify that the above have been turned in and are correct.
10. In the event of inclement weather, format for the tournament play and/or completion of the tournament will be determined by the Tournament Committee.
11. Positively **NO** pets allowed at the complex. Please help us keep our complex clean, use the waste containers provided at each field.
12. We will accept a maximum of 25% of local Waco teams in each bracket unless we need extra teams to fill a bracket. (Rec only)
13. Each player's jersey will need to have a different non-conflicting number.
14. If a team has not showed for a game by 5 minutes after the scheduled kick off time or notified the Tournament Directors the game will be considered a forfeit.

FOR ANY ASSISTANCE NEEDED, STOP BY THE SITE HEADQUARTERS