

RULES AND POLICIES

In Accordance with NTSSA policy, NTSSA Tournament Rules will govern operation of the annual BCSA Tournament. All local policies and procedures are set forth in the accompanying pages.

Tournament Format: The Tournament consists of open brackets with Recreational teams, Academy teams and Competitive teams. Age pure divisions will be created only if a minimum of 4 teams qualify for each division. Recreational and Competitive divisions will be separated only if a minimum of 4 teams qualify for each division. If the minimum number of teams is not met, then brackets will be combined with the closest matching teams possible. If a division has a number of teams other than four, advancement procedures will conform to NTSSA rules.

Under 6: Will play 7 minute quarters. There will be two minutes between quarters and five minutes between halves. Game format will be 3 v 3. Maximum roster size will be 6. Minimum players to start game will be two and two to continue. Substitutions during quarters shall only be allowed in the event of injury. Players are **not** permitted to enter the arc near the goal during the course of the game. A size 3 ball will be used. Individual participation awards will be given to all players in this division.

Under 8: Will play 8 minute quarters. There will be two minutes between quarters and five minutes between halves. Game format will be 4 v 4. Maximum roster size will be 6. Minimum players to start game will be 3 and 3 to continue. Substitutions during quarters shall only be allowed in the event of injury. Teams will not be allowed to use goalies. A size 3 ball will be used. Individual participation awards will be given to all players in this division.

Under 10: Will play 20 minute halves. There will be five minutes between halves. Game format will be 8 v 8. Semi-Finals and Finals will be full length games. Maximum roster size will be 14. Minimum players to start game will be 7 to start and 6 to continue. A size 4 ball will be used. Individual trophies will be given to first and second place teams.

Under 12: Will play 20 minute halves. There will be five minutes between halves. Semi-Finals and Finals will be full length games. Maximum roster size will be 18. Minimum players to start game will be 9 and 8 to continue. A size 4 ball will be used. Individual trophies will be given to first and second place teams.

Under 14: Will play 25 minute halves. There will be five minutes between halves. Semi-Finals and Finals will be full length games. Maximum roster size will be 18. Minimum players to start game will be 9 and 8 to continue. A size 5 ball will be used. Individual trophies will be given to first and second place teams.

Tournament Director: The tournament director, or their designee, is empowered to make all decisions regarding the competition during the tournament. No appeals will be allowed beyond that point.

Teams and Spectators: Coaches, spectators and team members for U-6 – U10 will be on the same sidelines. The home team (team listed first) will be on the north sideline and the visitors on the south sideline. Coaches and team members for U12 – U14 will be located on one side of the field and spectators will be located on the opposite side of the field. The home team (team listed

first) will be on the north set of bleachers and the visitors will be on the south set of bleachers for players and spectators. All coaches are restricted to 10 yards on either side of the halfway line. All spectators shall be at least 5 yards back from the touchline and may not go beyond the penalty box. Abuse of this rule may result in the removal of the individual. Coaches will be responsible for their players and fans.

Referees: Referee decisions are final, within the laws of the game. No protests will be allowed, except for ineligible player and 50% play rule (see below). In the event the referee or linesmen are missing from the field, report immediately to the tournament director. In the event the linesmen are not available, each team is required to provide a “club linesman.”

Scorecards: Each team will be supplied with scorecards for the tournament. The winning team from each game is responsible to submit a completed scorecard signed by the game referee to the Tournament Tabulator immediately following the game. Failure to do so could result in a forfeit. The game referee will also submit a signed score card to the Referee Assignor following the game.

Rosters: Team rosters must match the roster on file at the state office. The coach and your Association Registrar must sign rosters. All guest player forms and the team roster must be presented at check-in to ensure all requirements have been met.

Guest Players: Up to three guest players will be allowed for recreational team. Competitive teams will be allowed 5 guest players. Guest player forms must include a player registration number.

Medical Release Forms: Coaches are required to present to the Tournament Committee a signed medical release form for each player at the time of check-in. These forms will be returned to the coach and are required to be carried throughout the tournament. **NO EXCEPTIONS FOR LOCAL TEAMS.**

Out of Area Teams: All non-NTSSA teams must have travel permits from their state association. The Tournament Committee must receive travel permits at the time of check-in or with the application.

Contact Phone Number: During check-in, you will have to provide a telephone number. The number is required to inform the team of any last minute problems or changes (weather, team forfeiting or other required schedule changes).

Preliminary Games: Will be played as mini games. All teams will play a minimum of three games. Preliminary games may end in a tie.

Point System: NTSSA Tournament Rules apply.

NTSSA scoring system for preliminary/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 points
- E. 1 point for a shut-out (not allowing an opponent to score)
- F. A forfeit game will be scored a 3-0 win

In age brackets that contain flights with unequal number of teams, points will be determined on a ten (10) point system. All teams will divide points by total games played.

If two or more teams are tied in points after their preliminary games are completed, the following tiebreaker procedures will be used to determine which teams will advance:

- A. Head-to-head competition – winner will advance
- B. Goal Differential – team with highest goal differential against opponent will advance (maximum of 3) goals scored – goals against
- C. Fewest goals allowed – team with fewest goals allowed would advance
- D. Most number of shut-outs- team with most shut-outs will advance
- E. Fewest accumulation of caution points, 1=yellow; 2=red
- F. Penalty kicks

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

Quarterfinal Games: If quarterfinals are needed the games shall be mini-games. NTSSA rule 5A is modified to include two 10-minute periods for overtime play.

Semi and Final Games: Will be played as full length games.

If a Quarter-final, Semi-final or Final game ends in a tie, then two (2) ten (10) minute overtime halves will be taken to determine the winner. If a game is tied at the end of two (2) ten (10) minute overtimes, the teams will go to FIFA penalty kicks from the penalty mark.

Game Times: Game time is forfeit time. Warm ups will be conducted before game time in open areas when the game field is not available. Please have your team ready to go and on the field at game time.

Substitutions: NTSSA Tournament rules shall apply. All substitutions will come on and off the field at the half way line. U-6 and U-8 teams should refer to the appropriate modified playing rules for playing procedures and substitutions.

50% Play Rule: All recreational participants are required to play 50% of each and every game, including quarterfinals, semifinals, and finals. Variances shall not be tolerated.

Cautions and Ejections: A caution and/or an ejection shall be reported to the team's home and state associations. Coaches will be held responsible for the conduct of their players, parents and spectators. Anyone ejected from a game will be barred from playing or participating in the team's next scheduled tournament game. All coaches MUST notify their next game Referee that the player is sitting out that game, and failure to report may result in further actions by the BCSEA Tournament Committee. Any team playing a player that was ejected (red carded) will forfeit all games in which he or she participated in and may cause the team to be disqualified from the remainder of the Tournament.

Game Ball: Each team must present a suitable game ball to the Referee for use prior to the game.

Alternate Jerseys: The home team must be prepared to switch to alternate jerseys or numbered t-shirts in the event of a color conflict.

Shin Guards: Shin guards are mandatory for all age groups. Shin guards must be covered and worn under socks.

Extra Apparel: Bandannas, sweatbands and foul weather gear may be allowed or disallowed at the discretion of the assigned referee. Jewelry however will not be allowed.

Weather: The Tournament Committee reserves the right to stop the games in progress should weather conditions become a factor in player health and safety. The Tournament Committee reserves the right to retain registration fees in case the Tournament must be cancelled due to weather. In case of hard rain, not a sprinkle, check the BCSA website, www.bigcountrysoccer.org. If the tournament is canceled due to inclement weather, prior to start of the first scheduled games, a maximum of 50% of the entry fee will be retained by the tournament to cover start-up costs of the tournament.

Game Considerations: 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.

Liability: Neither BCSA, BCSA Tournament Officials, Abilene National Soccer Complex or tournament sponsors accept any liability for injuries or medical expenses incurred at this Tournament.

Withdrawals: Any team that withdraws from a tournament less than two (2) 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, will not be allowed to enter any sanctioned tournaments until said team appears before the NTSSA Cup and Games Committee for a hearing explaining their actions and will forfeit their entry fee.

Rule Changes: The Tournament Committee reserves the right to modify BCSA policy on tournament rules or schedules.

Other: Any rule not covered in the BCSA rules and policies shall be in accordance with NTSSA Tournament Rules.

BIG COUNTRY SOCCER ASSOCIATION AND/OR ITS TOURNAMENT DIRECTOR WILL NOT PERSONALLY CONTACT MANAGERS/COACHES REGARDING THE STATUS OF TEAMS FOR ADVANCEMENT. IT IS EACH TEAM'S RESPONSIBILITY TO CHECK THE SCORE BOARD REGARDING THEIR TEAM'S STATUS IN THE TOURNAMENT.

PLEASE READ TOURNAMENT RULE AND POLICIES CLOSELY AND SEE YOU ON THE FIELD.