

2010 Texas Lightning Puma Cup Rules

· Each Team must have permanent numbered alternative jerseys or numbered T-shirts available. Violators will be removed from the field and not allowed back on the field of play until the players' equipment is corrected. Home Team is team listed first on the schedule received at sign-in. The Home Team will occupy the north or west side, Visitors will be on the south or east side. The Home Team will wear white or light jerseys, Visitors will wear dark jerseys.

· A game shall be declared a forfeit if a team is not ready to play at the published game time, within five (5) minutes of the preliminary/mini-games and within ten (10) minutes of a full length games. At halftime, the teams must be ready to resume play within five (5) minutes of the referees' designation.

· A game shall be declared a forfeit by the Cup & Games Committee or Tournament Committee if an ineligible player participates in the game. Any protests of an ineligible player must be reported in writing with a one hundred dollar (\$100) cashiers check, money order or cash deposit, before the end of the game, to the Tournament field headquarters.

- Teams will play Mini-Games in preliminary & quarter-final games (if applicable). Semi-final and Final games will be full length. Half-time will be five (5) minutes.

· **Preliminary games will be played as mini games:**

U -9	20 minute halves	#4 regulation ball	5 minute halftime
U-11	25 minute halves	#4 regulation ball	5 minute halftime
U-12	25 minute halves	#4 regulation ball	5 minute halftime
U-13	30 minute halves	#5 regulation ball	5 minute halftime
U-14	30 minute halves	#5 regulation ball	5 minute halftime
U-15	35 minute halves	#5 regulation ball	5 minute halftime
U-16	35 minute halves	#5 regulation ball	5 minute halftime
U-17	40 minute halves	#5 regulation ball	5 minute halftime
U-19	40 minute halves	#5 regulation ball	5 minute halftime

· **Semi and Final games will be full games:**

U -9	25 minute halves	#4 regulation ball	5 minute halftime
U-10	25 minute halves	#4 regulation ball	5 minute halftime
U-11	30 minute halves	#4 regulation ball	5 minute halftime
U-12	30 minute halves	#4 regulation ball	5 minute halftime
U-13	35 minute halves	#5 regulation ball	5 minute halftime
U-14	35 minute halves	#5 regulation ball	5 minute halftime
U-15	40 minute halves	#5 regulation ball	5 minute halftime
U-16	40 minute halves	#5 regulation ball	5 minute halftime
U-17	45 minute halves	#5 regulation ball	5 minute halftime
U-19	45 minute halves	#5 regulation ball	5 minute halftime

- Teams will advance to Semi Final games by accumulating the most points in their bracket.

- In brackets with three (3) or four (4) teams that play each other within the bracket, the team with the highest total points will advance from the bracket. In three (3) team brackets that play crossover games with other three (3) team brackets, the two (2) teams with the highest total points of the two (2) brackets will advance. Teams with the highest total points may advance from the same bracket.

- If an age division contains brackets with unequal number of teams (4 , 4, 3 – 3) then the points for advancement will be divided by number of games played. Total points of the preliminary games will be divided as follows: teams playing 3 games will be divided by 3, teams playing 2 games will be divided by 2. This is for bracket advancement only.

Preliminary games may end in a tie. If Quarter Final game ends 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 to determine the winner. If game is tied at the end of two (2) ten (10) minute overtime periods, FIFA “kicks” from the penalty spot will be taken to determine the winner.

- **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. All forfeit games will be scored a 1-0 win in calculating mini-games points for tiebreaker determination.

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

- A. Head-to-head competition – winner will advance.
- B. Goal differential – Subtract total goals allowed from total goals scored in all preliminary games. Calculate the goal differential per game; add goal differentials together for the total. Team with the highest goal differential will advance. Example: A score of 8 – 4 will be a goal differential of 4; a score of 9 – 1, goal differential of 5 (max.)
- C. Most number of shut-outs – team with most shut-outs will advance.
- D. Fewest goals allowed – team with fewest goals allowed will advance.
- E. Fewest accumulation of caution points; yellow = 1 point, red = 2 points.
- F. Penalty kicks

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

- 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 played to determine the team with the highest percentage. The team with the highest percentage will advance to the next level of play. In the event of a percentage tie between teams, then the tiebreaker procedure above will determine the “Wild Card.”

- Each team must have a minimum of seven (7) players on the field to start the games. There must be a minimum of seven (7) players to continue the game.

There will be free substitutions, with referees’ 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 referee stops play
- At half time by either team
- In case of extreme heat, at the referee’s discretion

Under extreme heat conditions, water breaks will be left to referees’ discretion. However, Host Club has the right to make water breaks mandatory.

- Any “send-off” should be reported to the Tournament Committee immediately following the game. Any player or coach sent-off (other than for receiving two (2) yellow cards in one game) shall automatically sit out the next played tournament game. If player is sent-off for fighting, the player will be suspended for the remainder of the tournament. The A & D Committee has the right to hold a hearing and increase the suspension at its discretion. The player or manager should come to the Tournament Headquarters and obtain a “Player Sit-out Verification Form” have it signed by the Referee, then return it to the Tournament Headquarters following the game that the player sat out.

- All referee decisions are final, within the laws of the game. No protests will be allowed, except for ineligible player.

- The Tournament Director decisions are final in all matters. No appeals will be allowed beyond that point.

- If a game is played into a second half but is stopped before full time, other than acts on the part of one of the teams, the game shall be considered complete.

- In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the Tournament Committee.

- Both teams must turn in score cards immediately upon completion of each game. Failure to do so could result in forfeit.

· Nets and Flags: Host Club will furnish nets and flags. First teams to play in the tournament will be responsible to put up both nets and last teams to play at the end of the tournament will take down both nets on their respective fields at Harold Patterson Sports Complex.

· 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, may 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 and performance bond, if one has been posted.

· In case of hard rain, not a sprinkle, MANAGERS ONLY should call the Texas Lightning Soccer Club Hotline @ 817-424-2700 – Box #1. 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.

· For any assistance needed, call Texas Lightning Soccer Club Hotline @ 817-424-2700 - Box #1.

*****DISCLAIMER*****

In the event of a “NO SHOW” points will be determined by games played.