



NTWSA 2010 Women's Tournament Rules

F.I.F.A. rules of play apply with the following exceptions

ELIGIBILITY

All teams must be currently registered with their state association. Teams not affiliated with North Texas State Soccer Association (NTSSA) must provide a Travel Permit with official roster from their state association. All players must be USASA registered and must have a current laminated outdoor player ID card. Rosters are limited to 24 players, 5 of which may be guest players. No player may play for more than one team. All players, including guest players, must be 18 years of age or older as of the date of play. All players in Over-30 Divisions must be at 30 years of age or older as of the date of play. A representative from each team must be at tournament registration on Friday, August 27th between 7:30pm and 10:00pm to present their rosters, waiver and ID cards. No roster changes are permitted after 10:00pm, Friday, August 27th.

UNIFORMS/EQUIPMENT

All teams must bring two sets of jerseys (primary and alternate). Teams must wear jerseys of the same color. Each jersey must have a permanently attached number of contrasting color that matches the player's number on the roster. Goalkeeper must be assigned a number and must wear that number while playing on the field. However, a number is not necessary while playing in the goal. Goalkeeper jersey must be of contrasting color to both teams. In the event of a color conflict, home team (listed first on schedule) will be responsible for changing to the alternate team color or wearing pennies. Commercially manufactured shin guards are mandatory and must be covered entirely by socks. All jewelry must be removed or taped in such a way to prevent injury with approval subject to the sole discretion of the referee. Home team must supply the game ball.

GAMES

All games will be held on Saturday, August 28th and Sunday, August 29th. All preliminary games will have two 30-minute halves with a 5-minute break between halves. In the event of a tie during a preliminary round game, the tie will stand as the final score. Final games will be regulation time. In the event of a tie during a final game, there will be two 15-minute overtime periods. If, at the end of the two overtime periods, the score is still tied, then penalty kick shoot-outs will begin immediately. A game will be declared a forfeit if a team is not ready to play at the scheduled game time. In the event of an unforeseen condition in which a team is unduly delayed beyond their control, the Tournament Committee reserves the right to make exceptions to this rule.

SUBSTITUTIONS

Substitutions will be unlimited and shall be made at the consent of the referee on: any throw-in, half-time, goal kick, after a goal is scored or injury. The referee must be notified and substitutes must enter and exit at the center of the field.

MISCONDUCT

Player misconduct (cautions and ejections) will be reported to the Tournament Committee after each game. In the event of an ejection, the player is automatically disqualified from the game immediately following and assessed a \$20.00 fine. Any player receiving two red cards or three yellow cards will be eliminated from the rest of the tournament. Any player ejected for fighting, joining a fight or abuse and/or assault of a referee will be suspended for the remainder of the tournament. Any team receiving three or more red cards will be disqualified from the tournament and will forfeit the tournament fee. Player cards for teams or players ejected from the tournament will be kept and sent to their State Association with a misconduct report.

POINTS AND ADVANCEMENT

Depending on the number of entries and divisional skill level, the tournament will offer a combination of round robin and winner/consolation bracketing. Three games are guaranteed, played in two 30-minute halves. Finals will be regulation time.

Points will be awarded as follows:

Win: 6 points

Tie: 3 points

Loss: 0 points

Shut Out: 1 point

Goals Scored: 1 point each, maximum of 3

In the event of a 0-0 tie, each team will be awarded 3 points for a tie and 1 point for a shut out. If a team forfeits a game, the score will be recorded as a 1-0 win for the other team and that team will be awarded 7 points.

In the event two teams are tied in points at the end of the preliminary rounds; the following will determine the winner, in the order listed: a) Head-to-head competition; b) Most goals scored throughout the tournament; c) Least number of goals allowed throughout the tournament; d) Coin toss.

PROTESTS

All referee decisions are final. No protests except for illegal players will be considered. In the event of a claim of an illegal player, the Tournament Committee should be notified immediately.

AWARDS

Each team winning first or second in their division will receive individual awards.

INCLEMENT WEATHER

There is no rain-out date for this tournament. Games will be suspended in cases of lightning or severe weather. Teams should expect to resume those games after the danger has passed. In the event of extended thunderstorms or dangerous weather, or should weather make field conditions dangerous for play or subject to serious damage to the playing fields, the Tournament Committee will determine whether or not play will resume and has the authority to:

Relocate/reschedule games; reduce playing time by up to 50%; or award prizes based on the status of games played. A game will be considered complete once the second half has begun. In the case in which the Tournament is cancelled due to inclement weather or unplayable fields, \$300.00 of the \$325.00 Tournament fees will be refunded.

MISCELLANEOUS

- Teams are required to be at the field 20 minutes before game time to check in with the referees.
- Tournament Committee reserves the right to place teams in divisions as it deems fit in order to best match the competition levels.
- All situations not explicitly discussed herein will be governed by the Tournament Committee, whose decisions are final.

I have read the tournament rules and I agree to abide by them and inform my team members of the rules.