

2021 NTX Summer Classic

Rules & Policies

General Rules

- 1) Each team must have unique numbered jerseys. No two players may have the same jersey number. Alternate jerseys or numbered T-Shirts must be available with a unique and permanent number for each player. (If you choose to tape a number onto a jersey/shirt and the tape peels during the game, the player will be removed by the referee. Pennies (mesh vests) may be used over the jersey to resolve color conflicts, but the numbers must be visible through the pennies. Goalkeepers are not required to have a number on their jersey but should be identified by number on the GotSoccer roster and SMC game report. Violators will be removed from the field by the referee and not allowed back on the field of play until player equipment is corrected. Home Team is team listed first (left or top) on schedule. Home Team will wear white or light-colored jerseys. AWAY TEAM ARE **NOT** TO WEAR WHITE JERSEYS.

- 2) Game time is forfeit time, unless specifically directed by the SMC tournament staff

- 3) No protests will be allowed

- 4) Game Lengths

<i>Division</i>	<i>Field Dimensions</i>	<i>Goals</i>	<i>Game Length</i>	<i>Roster Max</i>	<i>Guest Players Max</i>	<i>Ball Size</i>	<i>Overtime in playoffs</i>
7U-8U (4v4)	35 x 25 (yards)	4 x 6 (feet)	4 x 8 = 32	8	0	3	Directly to PKs
8U-10U (7v7)	60 x 40 (yards)	6.5 x 18 (feet)	2 x 25 = 50	12	5	4	Directly to PKs
10U-12U (9v9)	80 x 50 (yards)	6.5 x 18 (feet)	2 x 30 = 60	16	5	4	Directly to PKs
12U-14U (11v11)	120 x 75 (yards)	8 x 24 (feet)	2 x 35 = 70	18	5	5	Directly to PKs
15U-19U (11v11)	120 x 75 (yards)	8 x 24 (feet)	2 x 35 = 70	22	5	5	Directly to PKs

*Field Dimensions and Goals may vary depending on the complex.

**Pool Play games may end in a tie.

***Overtime only applies to Semi-Finals and Finals. If Semi-Final and Final game is tied after regulation, the game will go directly to PKs.

SPECIAL RULES

4v4 RULES

1. 4 v 4 (4 field players, no goalkeeper)
2. KICK-INS, NOT THROW INS
3. NO OFFSIDE RULE
4. SUBSTITUTIONS ON ALL "DEAD" BALLS (KICK-INS, CORNER KICKS, GOAL KICKS, AFTER A GOAL IS SCORED). NO SUBBING ON THE FLY
5. NO PENALTY KICKS UNLESS THE GAME IS A SEMI-FINAL OR FINAL TO SETTLE A TIE. ALL FREE KICKS ARE INDIRECT (MUST TOUCH SOMEONE OTHER THAN THE KICKER BEFORE A GOAL CAN BE SCORED)
6. OPPONENTS MUST BE 3 YARDS BACK FROM THE BALL ON ALL FREE KICKS, KICK-INS
7. GOAL KICKS CAN BE TAKEN FROM ANYWHERE ON THE GOAL ARC OR GOAL BOX
8. ON GOAL KICKS, THE TEAM NOT TAKING THE GOAL KICK MUST HAVE ENTIRE TEAM ON THEIR SIDE OF MIDFIELD (THE SIDE THEY ARE DEFENDING) UNTIL THE GOAL KICK IS TAKEN. ONCE THE GOAL KICK IS TAKEN, IT IS FREE PLAY
9. NO BUILD OUT LINE
10. LET THE PLAYERS HAVE FUN AND ENJOY THEMSELVES.

7v7 Build Out Rules (no heading at this age)

The build out line promotes playing the ball out of the back in a less pressured setting

1. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
2. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
3. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
4. The opposing team must also move behind the build out line during a goal kick until the ball is put into play
5. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
6. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

7. The build out line will also be used to denote where offside offenses can be called Tournament Rules Matches will be played in accordance with FIFA Laws of the Game, except as modified.
8. Players cannot be penalized for an offside offense between the halfway line and the build out line
9. Players can be penalized for an offside offense between the build out line and goal line
10. To support the intent of the development rule, coaches and referees should be mindful of any intentional delay being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play
11. Coaches are responsible for addressing these types of issues with their players
12. Referees can manage the situation with misconduct if deemed appropriate
13. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

10 POINT SYSTEM

Scoring system for preliminary (pool) 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 shutout victory (0-0 tie does not award a shutout point)
- f. A forfeit game will be scored at a 3-0 win in calculating preliminary (pool) game points for tiebreaker determination.

TIEBRAKERS

If two or more teams are tied in points after their preliminary (pool) games are completed, the following tiebreaker procedures will be used to determine the team advancing:

- a. Head to Head (disregard if more than 2 teams are tied)
- b. Most number of shutouts
- c. Goal differential (max of 5)
- d. Most goals scored (max of 5)
- e. Least goals allowed (no max)
- f. PKs

RULES FOR COMPETITION

1. For 9v9 and 11v11, each team must have a minimum of seven (7) players on the field to start or continue a game. For 7v7, five (5) players are required. For 4v4, three (3) players are required.
2. There will be free substitutions, with the referee's consent at the following times:
 1. A player receiving a yellow card (the player carded only)

2. Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
 3. Prior to a goal kick
 4. After a goal by either team
 5. After an injury by either team when the referee stops play
 6. At the referee's discretion
3. In the event the referee or linesman are missing from the field, report immediately to SMC tournament staff. In the event the linesman are not available, each team may be required to provide a "club linesman"
 4. If a game has played one full half, but is stopped short of full time, other than by acts on the part of one of the teams, the game shall be considered complete.
 5. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the Tournament Director.
 6. All scores shall be turned in to the SMC tournament staff by REFEREES in each match.
 7. Any send-offs should be reported to the SMC Tournament Staff immediately following the game.
 - a. Any player sent off must immediately report to the tournament headquarters with a manager or parent. Any coaches or spectators sent off must report immediately to the tournament headquarters.
 - b. Any player or coach sent off (other than on account of receiving two cautions in the same game) shall automatically sit out the next played tournament game with their team (unless the send-off occurred in the last game of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played.)
 - c. If the send-off was for fighting (or if it is the player's second tournament send-off) the player, coach, or spectator will be suspended from the remainder of the tournament.
 - d. Any player receiving three (3) cautions (yellow cards) in the tournament must sit out the next played tournament game with their team (unless the third caution occurred during the last game of the tournament for that player or coach. In this case, such player or coach will be allowed to finish the game but would be required to sit out their next scheduled game played).
 7. SMC has the right to increase the suspension at its discretion based on the severity of the incident. Inappropriate behavior, serious foul play, and violent conduct will not be tolerated. Coaches are responsible for the conduct of his/her players and spectators, on and off the field, and must promote sportsmanship – win or lose. SMC tournament staff may remove a player, coach, and/or spectator from a game or the tournament for unacceptable conduct and/or actions that endanger the safety of others. SMC tournament staff may also remove an entire team for accumulating an unacceptable number of yellow and red cards.
8. All referee decisions are final. You may not protest "Judgement Calls"
 9. The Tournament Director, or their tournament staff, is empowered to make all decisions regarding the competition during the tournament. The Tournament Director's decision is final in all matters. No appeals will be allowed.

10. All teams not accepted by the tournament will be refunded in full within ten (10) days of the notification of rejection, or notification to the teams accepted, whichever comes first. (Posting on websites can be considered notification of teams accepted.)
11. In case of rain – HARD RAIN, NOT A SPRINKLE – we will update via emails and texts to managers through GotSoccer and via our tournament website. In the event inclement weather forces the cancellation of all or part of the tournament, teams will have the option to receive a credit or cash refund of a percentage of their entry fee. This credit is to be used in future SMC soccer tournaments (within one year), and will be given in the following increments:
 - a. No games played = 75% credit or 50% cash refund
 - b. One game played = 50% credit or 25% cash refund
 - c. Two games played = 25% credit

PLAYER ELIGIBILITY RULES

1. USYSA and USSF eligibility requirements will be strictly adhered to.
2. We accept teams registered through US Club or a US Youth Soccer (USYSA) home association, such as NTSSA, STYSA, OSA, etc. If you are playing under a US Club roster, **your guest players must also be registered through US Club Soccer and you must submit a signed US Club Soccer Player Loan Form for guest players. If you are playing under a USYSA roster, your guest players must also be registered through a USYSA member home association.** ***Again, a team and its guest players must be registered through the SAME national organization.
3. For NTSSA-registered teams (11U-19U), we must receive a properly signed NTSSA Guest Player Release Form for each guest player. For 7U-10U NTSSA academy teams, we must receive an NTSSA Academy Tournament Roster signed by any NTSSA home association.
4. Players and teams are allowed to “Play-up”, which means participate in an older age group, but may NOT play in a younger age group where they exceed the age eligibility. 9U-10U Players are not allowed to play up to 11U. If even as few as one player is too old for a specific age group, the entire team is too old for the same group.
5. Girls may play on boy’s teams in boys divisions. If there is at least one boy on a team, the team is classified as a boys team and may NOT play in a girls division. 6U players are not eligible to participate in this tournament as 6U players may not play up to 7U-10U academy divisions.
6. For USYSA-registered teams and players, 10U and younger players may not play up to 11U and older divisions.
7. Signed, official team rosters and guest player releases must be submitted to SMC by via ONLINE CHECK-IN by 5:00pm on the Friday prior to the tournament.

Entry Withdrawal – A team withdrawing an entry on or before the entry deadline for a tournament will receive a full cash refund of the Entry Fee, provided that the withdrawal must be made by email to steve@smcsoccer.com

Late Withdrawal – Any withdrawal after the entry deadline for a tournament will be considered to be a

Late Withdrawal. If a fully paid entry is not found to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited. SMC assumes no duty or responsibility to find a replacement entry for a Late Withdrawal.

FORFEIT POLICY

Teams participating in a tournament expect their opponent to be as diligent and conscientious as their own team in being on-time and prepared to participate in ALL scheduled games. To minimize the occurrence of forfeited games, SMC has adopted these Game Forfeiture Rules. When a team forfeits a game in a tournament, the following rules apply:

- a. The team receives a loss for the scheduled game, 0-3
- b. The forfeiting team is still expected to play any and all subsequently scheduled games
- c. The team forfeits any team or individual awards given for participation in the forfeited game.
- d. A game ended prematurely by a game official or SMC tournament staff due to the misconduct of a player, coach, or spectator shall be deemed a forfeit by that team for purposes of this policy.
- e. When a team forfeits a game, the team will be required to pay a Forfeit Penalty for each forfeited game. The amount of the Forfeit Penalty is \$25 in the 7U-10U age groups and \$50 in all other age groups. Payment of the Forfeit Penalty is due prior to the team's entry in any subsequent SMC soccer tournaments.
- f. SMC tournament staff reserves the right to make a team ineligible for the playoff rounds for intentionally forfeiting a preliminary (pool game)
- g. Teams who forfeit a game(s) will be reported to their governing home association and are subject to any forfeit penalties, if any.

The forfeit policies may be modified or waived by the Tournament Director in the event of extenuating circumstances. Factors considered will include advance communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeiture and such other considerations deemed relevant by the Tournament Director. The Tournament Director's decision as to the application of the forfeit policies shall be binding upon all parties.