



2nd Annual PineFest Tournament Rules

1. Team Eligibility and Guest Players

- a. All participating teams/players must be registered through North Texas State Soccer Association.
- b. Guest players must have official guest player forms submitted. These can be found on the NTSSA website.
- c. U5-U8 can have up to 3 guest players on the official roster.
- d. U9-U17 can have up to 5 guest players on the official roster.

2. Player Jersey and Numbers

- a. Each player must have a jersey with a number on the back of the jersey. No two players may use the same number. Jersey numbers need to match the official roster.
- b. Player names, primary and alternate jersey numbers must match the official roster.
- c. Jerseys must be the same primary color, but do not have to be of identical style. If the referee orders a jersey change due to color conflict, teams must comply.
***The home team would change jersey if ordered by the referee.
- d. Players must wear shin guards that are age appropriate and completely covered by socks. Referees may require players to leave the field to change or correct improper/unsafe equipment.
***Shoes with metal cleats/studs are NOT allowed.

3. Team Bench

Players and coaches are to be on the opposite side of the field from all spectators. Only rostered players, coaches, assistant coaches, trainers, and team managers are allowed the sideline bench area.

4. Spectator Areas

Spectators are to be on the same half of the field across from their team bench. No one may spectate or loiter behind the goal line end of the field. MPYSA will not be responsible for bodily injury.

5. Match Ball

Both teams will present a match ball to the referee for him/her to choose from for the official

match ball.

- a. Each team must have 1 match ball available to use for every game.

6. Protests

- a. The only protests allowed are for an ineligible player. All protests must be reported in writing, with a One Hundred Dollar (\$100) cashier's check, money order or cash made payable to MPYSA. If a team wins the protest, their protest fee of \$100 will be returned.

***Should it be determined by the Tournament Director that an ineligible player/coach participates in a game, that team will be removed from the tournament. All games played and any remaining scheduled games are subject to be declared a forfeit.

7. FAIR PLAY Rule:

Players, coaches, and spectators are expected to act in the nature of "Fair Play" at all times. Abuse of the referees will not be tolerated and will result in a send-off. In the event of a spectator, the send-off will be issued to the coach. The referee may end any game at any time where abuse is present, and the game will be considered final. Abuse of opponents will also result in a send-off. At the discretion of the tournament director, teams can be removed from the tournament for abusive conduct by players, coaches, or spectators. Coaches and spectators are not allowed on the field without the referee signaling them on. Player, Coaches, and Spectators are not allowed in the Scoring/Referee area and must direct all questions to the tournament headquarters.

8. Weather

- a. Weather guidelines:
 1. In the event of inclement weather- DO NOT leave the complex until the coach has been informed that games are officially canceled.
 2. If you hear the inclement weather siren, everyone must get off the fields, into your vehicles immediately.
 3. ONLY the head coach can come to headquarters for any announcements or updates.
 4. Look for weather and schedule updates via Gotsport/email/MPYSA Facebook page.
 5. Teams and spectators should remain off the fields until the ALL clear has been given and referees have started to take the field. Teams will have **10 minutes** to take the field. Teams that do not completely show up on the field within 10 minutes are subject to forfeit of the game at the designation of the referee.
 6. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament committee.

7. REFUNDS

- a. *No Games Started*- In the event the tournament is canceled due to inclement weather, 100% of registration fees will be refunded.
- b. *Games Started*- MPYSA will not offer credit/refunds once the first game of the tournament begins.

9. Game Rules

- a. Heading the ball:
 - i. **U12 and younger recreational and academy play shall NOT engage in heading the ball in games.
 1. When a player deliberately heads the ball in a game, an indirect free kick should be rewarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
 - ii. Competitive division players are allowed to engage in heading the ball in games.
- b. Build Out Rule: 7v7 format ONLY. No punting is allowed.
 - i. All attacking players must move behind the build out line when the goalkeeper has the ball during play (from the opponent) or from a goal kick. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- c. A game may be declared a forfeit by the Tournament Director/Committee if a team is not ready to play at the published time within ten (10) minutes of the game. At half-time the teams must be ready to resume play within five (5) minutes of the referee's designation.

10. Game/Points

Each team is guaranteed to play 3 games.

Division	Format	Goalie	Mini-Game Length	Full-Game Length	Ball Size	Overtime	Entry Fee
Recreational							
U5-U6	4V4	No	N/A	10 min. quarters	3	2 x 5min, then PKs	\$150
U7-U8	4V4	No	N/A	10 min. quarters	3	2 x 5min, then PKs	\$185
U9-U10	7V7	Yes	20 min. halves	25 min. halves	4	2 x 5min, then PKs	\$250
U11-U12	9V9	Yes	25 min. halves	30 min. halves	4	2 x 5min, then PKs	\$300
U13-U14	11V11	Yes	35 min. halves	35 min. halves	5	2 x 5min, then PKs	\$400
U15-U16	11V11	Yes	35 min. halves	35 min. halves	5	2 x 5min, then PKs	\$400
U17-U19	11V11	Yes	35 min. halves	35 min. halves	5	2 x 5min, then PKs	\$450
Academy							
U7-U8	7V7	No	N/A	10 min. quarters	3	2 x 5min, then PKs	\$200
U9-U10	7V7	Yes	25 min. halves	25 min. halves	4	2 x 5min, then PKs	\$350
Competitive							
U11-U12	9V9	Yes	30 min. halves	30 min. halves	4	2 x 5min, then PKs	\$400
U13-U14	11V11	Yes	35 min. halves	35 min. halves	5	2 x 5min, then PKs	\$450
U15-U16	11V11	Yes	35 min. halves	35 min. halves	5	2 x 5min, then PKs	\$475
U17-U19	11V11	Yes	35 min. halves	35 min. halves	5	2 x 5min, then PKs	\$500

Brackets with three (3), four (4) or five (5) teams that play each other within the bracket, the team with the highest total points will advance from the bracket. Three (3) team brackets that play crossover games with other three (3) team brackets, the team with the highest total points of the two (2) brackets will advance.

Tiebreaker system for games will be as follows:

If two or more teams are tied in points after their games are completed, the following tiebreaker

procedures will be used to determine the team advancing:

- a. Head-to-Head game results - winner will advance.
- b. Most number of “shutouts” - team with most “shutouts” will advance.
- c. Goal differential – team with highest goal differential against opponent will advance (maximum of five (5) goal differential) (Example: A 7-0 game = 5-0 in calculating advancement; an 11-5 game = 10-5 in calculating advancement).
- d. Fewest goals allowed - team with fewest goals allowed will advance.
- e. Fewest accumulation of caution points, 1 point for yellow and 2 points for red.
- f. Kicks from the mark, aka. Penalty Kicks (see section 25 for Penalty Kicks procedures for 4v4.)

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement. In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, then the same tie breakers are used with the exception that averaging to determine b, c, d, and e will be used.

In divisions playing 4v4, each team must have a minimum of three (3) players on the field to start the game and there must be a minimum of three (3) players to continue the game. In divisions playing 7v7, each team must have a minimum of five (5) players on the field to start the game and there must be a minimum of five (5) players to continue the game. In divisions playing 9v9 or 11v11, each team must have a minimum of seven (7) players on the field to start the game and there must be a minimum of seven (7) players to continue the game.

Example 1: (4 Team Bracket) - Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, Team 2 is +4 and Team 3 is +2. Team 1 is first, Team 2 is second and Team 3 is third.

Example 2: (4 Team Bracket) - Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +4, Team 2 is +4 and Team 3 is +2. Team 3 is third, Team 2 defeated Team 1, therefore, Team 2 is first and Team 1 is second.

Scoring System

- a. Pool Play games may end in a tie.
- b. If a semi-final or final game ends in a tie, teams will play two 5 minute halves and if the overtime ends in a tie, then the winner will be determined by penalty kicks.

*** U5-U8 Academy and Recreational divisions will be playing as participation ONLY.

U9-U19 Recreation, Academy and Competitive Divisions:

NTX Scoring system for preliminary (pool) games will be as follows:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point per shutout
- 1 point per goal scored in the game with a maximum of 3

- A forfeit game* will be scored as 3-0, 10 points.

11. Disciplinary

- Any send-offs must be reported to the Tournament Committee immediately following the game.** Any player or coach sent-off 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)
- To verify that the offending player/coach serves his/her game suspension, a Sit-Out Verification form must be completed by the coach, assistant coach, or team manager and the referee must sign off on the fact that the player/coach did not participate. Player/Coach receiving send-off must then submit this form to the tournament headquarters. Any player/coach participating in any game before submitting a referee signed sit-out verification will be considered an ineligible player/coach.**
- If the send-off was for fighting, or if it is the player's second tournament send-off, the player will be suspended from the remainder of the tournament.**
- 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 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).
- The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
- Coaches, parents, and spectators are NOT ALLOWED on the field at any time during the game. In the event of an injury a referee will call the coach on the field.**

12. Referees/Game Cards

- All referee decisions, within the laws of the game and tournament rules, are final.
- In the event the linesmen are not available, each team is required to provide a "linesman".
- Home Team must provide a field Marshall who will check-in before the start of each game at tournament headquarters.
- The referee will have game/ match cards available for every game. Once the game is completed, both coaches will sign the game match card.
 - The coach for the winning team will need to turn in the signed game/ match card as soon as the game ends to tournament headquarters.
 - Not turning in game match cards could result in forfeit.
 - Any coach refusing to sign a game/match card will be suspended from their next game.

13. Team Responsibility

- Refunds are not given to any team that withdraws from the tournament after being accepted to the tournament.
- Teams are responsible for picking up their water bottles/trash after **each** game.
- Abide the Zero Tolerance Policy set forth by MPYSA.

