

Lubbock Soccer Association

General Rules

8. Chapter Tournament Rules

1. Each team must have alternate jerseys available. All jerseys must be numbered. If the referee identifies a color conflict, the home team (listed first on the schedule) will change jerseys.
2. A game shall be declared a forfeit if a team is not ready to play at the published starting time on the mini game and within ten (10) minutes of the full-length game published starting time. At halftime the teams must be ready to resume play within five (5) minutes of the referee's designation.
3. A game may be declared a forfeit if an ineligible player is found to be participating.
4. Length of games and ball sizes are as follows:

Mini Games

Division	Length	Ball Size
U06	Four 8 minute quarters	3
U08	Four 10 minute quarters	3
U10	20 minute halves	4
U12	20 minute halves	4
U14	25 minute halves	5
U16	25 minute halves	5
U19	25 minute halves	5

Division	Length	Overtime
U10	25 minute halves	10 minutes
U12	30 minute halves	10 minutes
U14	35 minute halves	10 minutes

U16	40 minute halves	10 minutes
U19	45 minute halves	10 minutes

U7/ U8 will play 5 v 5 - no designated defender. If the ball crosses the goal line between the goal posts and under the crossbar, but one or more of the players on the team attacking the goal are in their own defensive half of the field to play defense, the referee will restart with a goal kick. Otherwise conform to FIFA Laws of the Game for restart.

U9/ U10 will play 7 v 7 – one player will be designated as the goal keeper.
Semi-final and Final games are the only full-length games. All other games are mini games.

If a Quarterfinal game ends in a tie, FIFA kicks from the penalty spot will be taken to determine the winner.

Other mini games may end in a tie.

If a Semi-final or Final game ends in a tie, two (2) overtime periods of ten (10) minutes each will be played. If the game is still tied at the end of the second overtime period, FIFA kicks from the penalty mark will be taken to determine the winner.

Scoring points to be awarded for the mini games are:

6 points for a win

3 points for a tie

0 points for a loss

1 point for each goal scored (maximum 3 points)

1 point for a shut out (not allowing opponent to score)

A forfeited game will be scored as a 3-0 win in calculating mini game points.

If two or more teams are tied in points after completing mini games, this tie breaker procedure will be used to determine which team(s) advances:

- a. Head-to-head game results - winner will advance
- b. Fewest goals allowed - team with the fewest goals allowed will advance
- c. Most number of shut-outs - team with the most shut-outs will advance
- d. Goal Differential - Goals scored (only the first **five** goals scored by a team in each game will be added to determine the goals scored) minus goals allowed (maximum of **five** goals per game) - team with highest differential will advance.

When two or more teams from flights with different numbers of teams must be ranked (such as choosing "wild cards" teams), each team's total points will be divided by the total number of games that team played. Each team will have an average between 0 and 10. The team(s) with the highest average(s) will be selected for advancement.

5. Depending upon the number of players allowed on the field per team, a team must have the following minimum number of players on the field to begin play and then must keep the following minimum number of players on the field to continue play:

Number of Players	Minimum to Begin	Minimum to Continue
11	7	7
7	6	6
5	4	4
4	3	3

6. In U05, U06, U07 & U08 games all substitutions will occur at the breaks between quarters. In all other games there will be free substitution, with the Referee's consent, at these times:

- a. A player is cautioned (only for the player cautioned).
- b. Prior to a throw-in only by team in possession of the ball.
- c. Prior to a goal kick.
- d. After a goal.
- e. After the game is stopped for an injury.
- f. At half-time.
- g. In case of extreme heat, at the Referee's discretion.

7. Cumulative Card System

Yellow Cards:

- a. One game automatic suspension for the game following an individual's third yellow card during the tournament.
- b. Two game automatic suspension for the games following such individual's fifth yellow card of the tournament.
- c. One game automatic suspension for the game following such individual's sixth yellow card of the tournament.

NOTE: A player/coach/assistant coach receiving a second yellow card in a single game is suspended for the balance of that game, and those two yellow cards are then added to such individual's previous total of yellow cards for the tournament to determine whether additional game suspensions, if any, are required. Red cards issued solely as a result of a second yellow in a single game will not be added to such individual's red card total for the tournament.

Red Cards:

- a. One game automatic suspension for the game following an individual's first red card of the tournament.
- b. Second red card of the tournament will result in the individual being suspended for the remainder of the tournament.

Red cards issued solely as a result of a second yellow card in a single game will not be added to such individual's red card total for the tournament.

NOTE: In cases where, during a single game, an individual receives a yellow card followed by a "straight red card" (as opposed to a red card issued solely as a result of a second yellow) both cards will be added to such individual's respective total of red and yellow cards of the tournament and punished accordingly. If Tournament Officials determine that a red card was issued for an infraction that was not an "expulsion" offense in accordance with the FIFA Laws of the Games, such officials may reduce the red card to a yellow card and assess sanctions accordingly. The Tournament Officials may not, however, do away with the card altogether. A full report of this action must be sent to North Texas State Soccer Association.

Seventh Card:

Any individual obtaining a seventh card during the tournament (meaning any combination of yellow and red cards totaling seven) shall be immediately suspended pending a hearing with North Texas State Soccer Association Appeals and Disciplinary Committee.

The Tournament Discipline Committee has the right to hold a hearing and increase the suspension at its discretion.

8. All referee decisions are final. No protest will be allowed.

Any charges of ineligible players should be reported in writing with a \$50.00 cashier's check, money order, or cash deposit, within three (3) hours from the start of the game to the tournament headquarters.

The decisions of the tournament director are final in all matters. No appeals will be allowed beyond that point.

9. If the Referee or Assistant Referee is missing from the field, report immediately to the Field Coordinator. If Assistant Referees are not available, each team may be required to provide a 'club' linesman.

10. If a game is played into the second half but is stopped short of the full game time (except by acts on the part of one of the teams), the game shall be considered complete. If the score is tied when a full length game is stopped during the second half (except by acts on the part of one of the teams), a winner will be determined by the taking of kicks from the penalty mark.

11. Field Coordinator will obtain the official game score from the Referee immediately following the game and will report the score to Headquarters.

12. If nets or other equipment are missing from the field, the game will be played at the discretion of the referee.

13. Any team which withdraws from a tournament within seventy-two (72) hours of the start of the tournament will be reported to the North Texas State Soccer Association and the team's home State Association for such sanctions as the State Association(s) feel are justified. Such a team will forfeit their entry fee and performance bond.

14. Tournaments produced by the Lubbock Soccer Association continue play in all kinds of weather except lightning on the Complex or tornadoes. All teams should come prepared to play on time in all weather conditions. If play is stopped because of the weather, the Tournament Committee will resume play as quickly as possible and make adjustments in the schedule to cover the stoppage. Contact Tournament Headquarters for complete information after a weather stoppage.

15. The Tournament Director, or his designee, is empowered to make all decisions regarding the competition during the tournament.

16. If the tournament is canceled for any reason, one-half of the entry fees will be retained by Lubbock Soccer Association to cover those expenses incurred in preparation for the tournament.