

## 2022 Texas Lightning Youth 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 final schedule. The Home Team will wear white or light jerseys, Visitors will wear dark jerseys. Spectators will occupy the "Bleacher" side of a field. Players/Coaches will occupy the "Bench" side of a field.

A game shall be declared a forfeit if a team is not ready to play at the published game time, within ten (10) 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.

|     | Preliminary | Championship | Ball Size | Format             | Roster Size     |
|-----|-------------|--------------|-----------|--------------------|-----------------|
| 7U  | 4X8         | 4X8          | #3        | 4 V 4 No GK        | Max Roster - 8  |
| 8U  | 4X8         | 4X8          | #3        | 4 V 4 No GK        | Max Roster - 8  |
| 9U  | 2X25        | 2X25         | #4        | 7 V 7 No GK        | Max Roster - 12 |
| 9U  | 2X25        | 2X25         | #4        | 9 V 9 including GK | Max Roster - 16 |
| 10U | 2X25        | 2X25         | #4        | 9 V 9 including GK | Max Roster - 16 |

Each 7U or 8U team must have 3 players on the field to begin and continue the game. Each 9U 7 V 7 team must have 5 players on the field to begin and continue the game. Each 9U or 10U 9 v 9 team must have 7 players on the field to begin and continue the game. No Guest Players for 8U through 10U. Roster frozen at Registration. Players may only play on one team in the Tournament.

|   | Preliminary | Championship | Ball Size | Format  | Roster Size                              |
|---|-------------|--------------|-----------|---------|--|
| 11U   | 2X25        | 2X30         | #4        | 9 V 9   | Max Roster 16 with up to 5 Guest Players |
| <b>NO HEADING ALLOWED IN U11 AND YOUNGER AGE GROUPS</b> |             |              |           |         |  |
| 12U   | 2X25        | 2X30         | #4        | 9 V 9   | Max Roster 16 with up to 5 Guest Players |
| 13U   | 2X30        | 2X35         | #5        | 11 V 11 | Max Roster 18 with up to 5 Guest Players |
| 14U   | 2X30        | 2X35         | #5        | 11 V 11 | Max Roster 18 with up to 5 Guest Players |

Each team in 11U through 14U must have 7 players on the field to begin and continue the game. Roster is frozen when tournament begins. Players may only play on one team in the Youth Cup Tournament and will need valid Medical Releases (do not need to be Notarized)

Guest Players: 5 guest players will be allowed per team (11U – 14U).

Club Pass Players are allowed: Club Pass Players do not count as Guest Players.

Club Pass Players must be from the same Club.

#### SUBSTITUTIONS:

A player may be substituted at any stoppage of play with the permission of the referee.

- OVERTIME – International Football Association Board (IFAB) RULES USED – If overtime periods are used, overtime periods must be played to completion. “Golden Goal” and “Silver Goal” are no longer allowed.

- Teams will advance to Semi Final or 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 game 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 on 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 (if applicable) ends in a tie, IFAB kicks from the penalty mark (KFPM) 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, IFAB kicks from the penalty mark (KFPM) 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 game results – winner will advance.

- B. Most number of “shutouts”

- 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.

- D. Fewest goals allowed – team with fewest goals will advance.

- E. Fewest accumulation of caution points, 1 point for yellow and 2 points for
- 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 2<sup>nd</sup> 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.”

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.
  
- 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.
  
- Please check our web site, [www.texaslightning.org](http://www.texaslightning.org) for weather updates. If the tournament is canceled due to inclement weather prior to completion of a team's first scheduled game, a maximum of 50% of the entry fee will be retained by the tournament to cover start-up costs of the tournament.

\*\*\*\*\*DISCLAIMER\*\*\*\*\*

**In the event of a "NO SHOW" points will be determined by games played.**