**Playing Rules for the 2019 McGrady Cup – No Guest Players Permitted**

**ALL GAMES EXCLUDING THE CHAMPIONSHIP GAME**

1. **All games will consist of 2 x 20 minute halves, with half-time lasting 5 minutes.**
2. **Only one player will be the Captain for each team during the game.**
3. **All players at the game must play a minimum of 20 minutes (50% of the game). Any team violating this rule may forfeit their game immediately.**
4. **The BESA Official in charge of the Tournament will monitor playing time and is empowered to enforce this rule.**
5. **The Spirit of the Game eight (8) goal differential rule is in effect during Tournament play.**
6. **A tie score at the end of regulation play will be decided by a Penalty Shoot-Out i.e. kicks from the penalty mark. See Penalty Shoot-Out rules below.**
7. **The Head Referee is in total charge of the game.**

**CHAMPIONSHIP GAME**

1. **Championship Game will consist of 2 X 25 minute halves, with half-time lasting 5 minutes.**
2. **Only one player will be the Captain for each team during the game.**
3. **All players at the game must play a minimum of 25 minutes (50% of the game).  Any team violating this rule may forfeit their game immediately.**
4. **The BESA Official in charge of the Tournament will monitor playing time and is empowered to enforce this rule.**
5. **The Spirit of the Game eight (8) goal differential rule is in effect during Tournament play.**
6. **A tie score at the end of regulation play will be followed by 2 X 10 minute extra-time halves i.e., not sudden death/no golden goal.**
7. **There will be a 3 minute half-time break after the first 10 minute half.**
8. **If the game is still tied after the 2 X 10 minute extra-time halves, the winner will be decided by a Penalty Shoot Out i.e., kicks from the penalty mark. See Penalty Shoot Out rules below.**
9. **The Head Referee is in total charge of the game.**

**AWARDS**

**Awards will be handed out immediately following all games.**

**These can range from** **participation awards to medals and the McGrady Cup Trophy.**

**Player of the match award will be handed out to one player during the 9U & 10U Finals respectively.**

**The award is not limited to a player from the winning team only.**

**TEAM CAPTAINS**

**Referee will call the two captains towards the halfway line. A coin will be tossed – the away team captain will call first and the team, which wins the toss, will decide which goal it will attack in the first half of the game.** **The other team takes the kick-off to start the game.** **The team, which wins the toss, takes the kick-off to start the second half of the game.** **In the second half of the game the teams change ends and attack the opposite goals.** **Home team captain will provide the referee with a size 4 game ball and both the Home & Away captains will provide the match & misconduct report during the coin toss.** **If the game goes to extra time, the referee will repeat the above-mentioned procedures.**

**MODIFIED RULES OF THE GAME FOR THE MCGRADY CUP TOURNAMENT**

**Maximum and minimum number of players permitted on the field for a team during**

**McGrady Cup Games in the 9U & 10U age groups will be as follows:**

|  |  |  |
| --- | --- | --- |
| **Age Groups**    9U & 10U | **Maximum**  7 \*\* | **Minimum**    5 \*\* |

**\*\*One of which must be a goalkeeper**

**FORFEITS**

**If a team cannot field the minimum number of players for a game after the referee has ordered play to begin at posted kick-off time, or if during the game a team has sufficient players sent off, injured or leaves to fall below the minimum, then the game shall be** **declared a forfeit in favor of the opposing team.**

**A team will proceed to play a game as long as it is able to field the minimum number of players as listed above.   
  
One team having to play short does not require the opposing team to also play short**

**(i.e., they may field a full team).  
  
Players and/or coaches refusing to play, or continue to play, after having been ordered to**

**do so by the referee, thereby bringing the game into dispute, shall automatically forfeit**

**said game in favor of the opposing team.**

**Players and/or coaches will be subject to suspension pending a hearing by the Board.**

**All games shall be played in accordance with the FIFA Laws of the Game except as modified by the United States Youth Soccer Association (USYSA), the North Texas State Soccer Association (NTSSA), the Playing Rules of the Bedford Euless Soccer Association and the Modified McGrady Cup Playing Rules as listed above.**

**PENALTY SHOOT OUT RULES**

1. **The referee chooses the goal at which the penalty kicks will be taken.**
2. **The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.**
3. **The referee keeps a record of the kicks being taken.**
4. **Before each game the BESA Official in charge of the Tournament will provide each team with a penalty kick sheet.  Prior to the Shoot Out each Head Coach, or his or her designate, must provide the referee and the BESA Official in charge of the Tournament  a completed penalty kick sheet that lists the names of the players who plan to take the first five kicks, in the order in which they plan to take their kicks.**
5. **It will be the responsibility of the respective Captains to keep all players together in the center circle and send up the next player to kick in the proper rotation.**
6. **Subject to the conditions explained below, both teams take five kicks.**
7. **The kicks are taken using the new FIFA ABBA rule. The rotation is --- ABBA-ABBA-AB.**
8. **If, before teams have taken their first five kicks, one team has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.**
9. **If after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in a rotating order until one team has scored more than the other from the same number of kicks, i.e., sudden death.  Remaining players for each team in the circle that have not taken a kick will take the additional kicks.**
10. **A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute.**
11. **Only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.**
12. **Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.**
13. **An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.**
14. **During the Shoot Out, only eligible players and game officials are permitted on the field.  Head Coaches, Assistant Coaches, Team Managers and substitutes are not permitted on the field.**
15. **All players on the field, except the player taking the kick and the two goalies, must remain in the center circle.**
16. **The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.**
17. **When a team finishes the game with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded.**
18. **Before the start of the kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks.**
19. **The Head Referee is in sole charge of the Shoot Out.  Any interpretation of the rules must be made through the Head Referee.  The Head Referee’s decisions are final and binding.**
20. **The Head Referee may consult with his/her assistant referees or the BESA Official in charge of the Tournament for clarification of the rules, but the final decision ultimately lies with the Head Referee.**

Playing Rules established – 01 June 2003

Modified each 01 June thereafter if applicable

**9U & 10U RULES FOR SEEDING OF TEAMS FOR THE MCGRADY CUP TOURNAMENT**

Seeding of a team will be based on total points earned while playing in the NMCSL League for the entire 2019 Spring Season only regardless of the Division they play in.

If two or more teams are tied on total points at the conclusion of the League Season, the following rules will apply to untie the teams and seed them accordingly for the 2019 BESA McGrady Cup Tournament for both the 9U & 10U age groups.

1. Head to Head match/es if applicable – winner of match/es becomes the higher seed – (Goal Difference used if needed – Goals For divided by Goals Against)

**if still tied see # 2**

1. Most wins throughout the Spring 2019 League Season regardless of division – team with most wins becomes the higher seed

**if still tied see # 3**

1. Most shut-outs throughout the Spring 2019 League Season regardless of division – team with most shutouts becomes the higher seed

**if still tied see # 4**

1. Most goals scored throughout the Spring 2019 League Season regardless of division – team with most goals scored becomes the higher seed

**if still tied see # 5**

1. Best goal differential (Goals For divided by Goal Against), throughout the Spring 2019 League Season regardless of division – team with the best goal difference becomes the higher seed

**if still tied see # 6**

1. Team in the Highest Division becomes the higher seed

**If still tied see # 7**

1. FIFA Penalty Kicks  (Best of Five) – winner of penalty shoot-out becomes the higher seed

(Each Team brings 5 players and/or a Goalkeeper for Shoot-Out – standard penalty kick rules apply)

Implemented June 2003

Modified each 01 June thereafter if applicable