



Rules

16th Annual Spring Bash

June 2-4th , 2023

1. Soccer Etiquette Rule - Players, coaches, and spectators are expected to act in the nature of "Soccer Etiquette" at all times:

- a. 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.
- b. 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.
- c. Coaches and spectators are not allowed on the field without referee signaling them on.
- d. Player, Coaches, and Spectators are not allowed in the Scoring/Referee area and must direct all questions to the tournament headquarters.
- e. Teams in violation of this rule may be removed from the tournament by the tournament director.

2. Once game time temperature exceeds 90 degrees, the Tournament Director may institute water breaks (mandatory or referee's discretion). The water break duration of 2 minutes would occur in the 1st and 2nd halves of play and the official time will not stop.

3. We ask that you please DO NOT use air horns during the tournament. This is one method of communicating during bad weather across the complex. Even if the sun is out, please refrain from the use of air horns.

4. Heading

- a. Players on 12U and younger recreational teams and on 7U-10U academy teams shall NOT engage in heading the ball in games. Players on 11U competitive teams shall NOT engage in heading the ball in games.
- b. 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.

c. If a player does not deliberately head the ball, then the play should continue.

5. 8U Specific 4v4 Rules

- Format: 4v4, Field size 25x35, 4x6 Goal, Size 3 Ball
- No goalkeepers
- When the ball goes out of bounds via the sideline, the restart will be an indirect kick-in.
- Build out lines at 14 yards from the end line. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. The goalkeeper may then pass, throw, or roll the ball to a teammate (no punting). Once the ball is in play the opposing team may cross the build out line and play resumes.
- Heading is NOT allowed per US Soccer Federation

9U/10U Specific 7v7 Rules

- Format: 7v7, Field Size 47x30, 6.5x18.5 Goal, Size 4 Ball
- Played with Goalkeeper and Offside
- Build out lines at 14 yards from the end line. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. The goalkeeper may then pass, throw, or roll the ball to a teammate (no punting). Once the ball is in play the opposing team may cross the build out line and play resumes. The build out line will also be used to denote where offside offenses can be called.
- Heading is NOT allowed per US Soccer Federation

11U/12U Specific 9v9 Rules

- Format: 9v9, Field Size 75x47, 6.5x18.5 Goal, Size 4 Ball
- Played with a Goalkeeper and Offside
- No build out lines
- For 11U, heading is NOT allowed per US Soccer Federation

6. Rosters and Players

- a. 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.
- b. All players, including guest players, participating with a team must be registered with the same national organization that the team is registered with. If a team is participating in the tournament using its USYSA official roster, then all guest players must be registered with USYSA. If a team is participating in the tournament using a US Club Soccer official roster, then all guest players must be registered with US Club Soccer.
- c. All players participating in the tournament MUST be listed in Gotsport and be visible on the teams Gotsport Roster BEFORE the paperwork deadline.

7. Jerseys/ Player Equipment

- a. Each team must have unique numbered jerseys. Alternate jerseys or numbered T-shirts must be available with a unique number for each player.
- b. Jerseys do not have to be identical in style but must be of like primary color.
- c. Pennies may be used over the jersey resolve color conflicts.
- d. Goalkeepers are not required to have a number on their jersey but should be identified by number on the roster.
- e. All players must have shin guards with them covered by socks.
- f. Equipment violators will be removed from the field and not allowed back on the field of play until player equipment is corrected.
- g. Home Team will change jerseys if there is a color conflict. Home Team will wear light/white color and Away Team will wear dark/colored jerseys.
- h. Both Home and Away teams should present a game ball to the referee who will choose one or both. If tournament balls are provided, they will be used as the game ball.

8. Home Team will occupy the North or West end of the field, depending on field orientation. Player and spectator sidelines are setup for team/players to be on the same side of the field as spectators as an added COVID-19 Safety Measure. NO ONE is allowed behind the goal or end line during games.

9. Format

- a. Teams will play full length games for all preliminary games and advancement games (quarter-finals, semi-finals, and finals). Half-time will be five (5) minutes for all games.

DIVISION	FORMAT	GOALIE	GAME LENGTH	BALL SIZE	OVERTIME
6 U	4v4	No	8 min quarters	3	n/a
7/8 U Rec	4v4	No	10 min quarters	3	n/a
9/10 U Rec	7v7	Yes	25 min halves	4	2 – 5 min halves
7/8 U Acad	4v4	No	20 min halves	3	2 – 5 min halves
8/9/10 Acad	7v7	Yes	25 min halves	4	2 – 5 min halves
10U Acad	9v9	Yes	30 min halves	4	2 – 10 min halves
11/12U Rec/Comp	9v9	Yes	30 min halves	4	2 – 10 min halves
11/12U Comp	11v11	Yes	35 min halves	5	2 – 10 min halves
13/14U	11v11	Yes	35 min halves	5	2 – 10 min halves
15/16U	11v11	Yes	40 min halves	5	2-10 min halves
17/19U	11v11	Yes	45 min halves	5	2 -10 min halves

10. Scoring System / Divisions / Advancement

a. Preliminary/Pool Game will be as follows: games may end in a tie

- i. 6 points for a win
- ii. 3 points for a tie
- iii. 0 points for a loss
- iv. 1 point per goal scored in the game with a maximum of 3
- v. 1 point for a shutout (not allowing opponent to score)
- vi. Forfeits will be scored as 3-0 for tournament points in tiebreaker determination

b. Tiebreaker for pool play - If two or more teams are tied in points after pool play games are completed, the following tiebreaker procedures will be used to determine the team advancing:

1. Winner of head-to-head
2. Goal differential (Maximum of 6)
3. Fewest goals allowed in all preliminary round games
4. Most goals scored in all preliminary round games (Maximum of 5)
5. IFAB kicks from the penalty mark. Team with most goals after five (5) kicks will advance. If still tied after five kicks, then alternating IFAB kicks will be taken one-on-one until one team outscores the other after each team has taken an equal

number of shots. All players on each team, including the goalies, must shoot once before any player can shoot a second time.

NOTE: It is each team's responsibility to be aware of their standings. If it appears possible that a tie may exist at the end of bracket play, the teams who are involved in the tie are instructed to keep their players "on call" so that they will be available to participate in IFAB kicks at a moment's notice, if necessary.

- In divisions where a wildcard team advances, the wildcard team will be the teams from any group in the age division with the next highest points after the first 3 qualifiers are identified. In the event of a tie in determining the wildcard, the above tiebreakers in B.1-5 will be used to break the tie. In crossover brackets, the runner up and/or wildcard team will be from the total six (6) team crossover groups.
- If three or more teams are tied on points, the ranking will be determined by applying all tiebreakers until one team is left. Once a team is eliminated, the tiebreakers do not start over, they are continued in order until one team remains. If a three-way tie still exists after all tiebreakers have been applied, then:
 - IFAB Kicks will be taken to determine rank.
 - Lots will be drawn (method determined by Tournament Committee Representative present) to decide the order of taking the penalty shots (See B.5 above).
 - The teams will be identified according to the lot drawn as 1, 2, 3, etc..
 - Team 1 will shoot against Goalie 2; Team 2 will shoot against Goalie 3; Team 3 will shoot against Goalie 1, and so on.
 - Five alternating shots will be taken.
 - If one team has scored more goals than the other teams, that team advances.
 - If two or more teams are still tied, the shots will continue (alternating one-on-one) until only 1 team remains.
 - All players on each team, including the goalies, must shoot once before any player may shoot twice.

c. Advancement Games

- Win or lose
- Playoff rounds may consist of a semi-final and final game. In age groups of more than sixteen (16) teams, quarterfinal games will be played.
- After advancement is determined, the teams will be seeded 1 through 4 based on points at the end of group play. In the Semi-Final, the 1-seed will play the 4-seed and the 2-seed will play the 3-seed.

- If there is a Quarter-Finals, The 1-seed will play the 8-seed. The 2-seed will play the 7-seed. The 3-seed will play the 6-seed. And the 4-seed will play the 5-seed. For the semi-final in this situation, the winner of the 1 vs 8 game will play the winner of 4 vs 5 game. And the winner of the 2 vs 7 game will play the winner of the 3 v 6 game.
- In playoff competition, two overtime periods (length determined by age group above) will be played with a two (2) minute interval. If the game is tied, IFAB Kicks from the mark will be taken to determine who advances. (Tournament officials may shorten the overtime periods if necessary, to help keep the games on time).
- Only the players on the field at the end of the second overtime period are eligible to take the IFAB Kicks.

d. 5U – 8U recreational teams - There will be no advancement for 5U – 8U Recreational teams. All 5U – 8U recreational teams will play a minimum of 3 games. At the conclusion of the last game, teams may pick up their participation awards.

11. A game may be declared a forfeit by the Tournament Director/Committee if a team is not ready to play at the published time of the game. A referee may allow 10 minutes after game time before calling it a forfeit. At half-time the teams must be ready to resume play within five (5) minutes of the referee's designation.

a. In order to keep games on time, the referee may start the clock of any game being held up by either team. There will be no stoppage time added to any game.

b. A game may be declared a forfeit for any team that is thought to be abusing this rule as an advantage.

12. The only protests allowed are for ineligible player and misapplications of the laws of the game that the referee admits. All protests must have a material impact on the outcome of the game and be reported in writing with a one Hundred Dollar (\$100) cashier's check, money order or cash. (Money will be refunded ONLY if protest is won)

13. 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.

14. There will be free substitution, with the referee's consent for youth games at the following times:

- a. At the referee's discretion to allow for overheated players due to high temperatures and heat.
- b. A player receiving a yellow card (the player carded only)
- c. Prior to a throw-in for the team in possession. (The opposing team may substitute when the team in possession subs)
- d. Prior to a goal kick
- e. After a goal by either team
- f. After an injury by either team, when the referee stops the play
- g. At half-time by either team

15. ***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).

- a. In order 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.
- b. 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.
- c. 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).
- d. The North Texas Soccer Cup & Games Committee has the right to hold a hearing and increase the suspension at its discretion. 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.

16. All referee decisions, within the laws of the game and tournament rules, are final.

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

18. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.

19. In the event the referee or linesmen are missing from the field, report immediately to your Field Coordinator. In the event the linesmen are not available, each team is required to provide a "club linesman".

20. If a game has played one full half but is stopped short of full time, other than acts on the part of one of the teams, the game shall be considered complete. Full-length games, if tied will be determined by the tiebreaker procedure.

21. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament director.

Weather guidelines:

- When the weather horns sound, please send all players and spectators to their cars.
- Tell them DO NOT leave the complex until the coach or manager has been informed games are cancelled.
- One (1) representative from each team can come to headquarters for any announcements.
- Look for weather and schedule updates via email, text, schedule, or website.
- Games will be postponed until there has been 15 minutes after the last lightning strike within 10 miles of the soccer complex. We will resume games at the point they were suspended, based on rule 21. At that point we will know how far behind we are on the schedule.
- ***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, based on rule 3, once the referees have returned to the center of the field.***
- If games cannot be resumed, game information will be posted to the tournament website. Below is a typical situation but may change from event to event.
 - Non-Standing Divisions - we will make every effort to reschedule games to the next day for those that want to still play. If you don't care to continue playing, please stop by headquarters to get your awards.
 - Pool Games - needed to determine standings for advancement games, therefore modifications maybe needed so that teams can make arrangements accordingly. Modifications are at the discretion of the tournament director. (ex. worst case - coin toss)

- Advancement Games - semifinals, consolation, and finals will be played in some form or fashion. We will first attempt to play the game, if that is not possible, we will attempt to go to PK's, and finally if no other option a coin toss. The tournament director will only discuss these options with the head coach of the two teams for that said game.

22. This tournament includes a rainout weekend, June 9-11th, 2023. All teams are expected to be available to play on both weekends; teams must manage their obligations accordingly. If the tournament is cancelled due to inclement weather before any games kick off on the primary weekend of June 2-4th, then the tournament will be rescheduled to the rainout weekend, June 9-11th, 2023 . If inclement weather cancels the tournament during the primary weekend, June 2-4th , after play has started, but prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament. If the tournament is rescheduled to the rainout weekend, June 9-11th, 2022 and a team is not available to compete in the tournament on the rainout weekend, then that team may not be eligible to receive any refund, partial or otherwise, of the team's registration fee. If inclement weather cancels the tournament on the rainout weekend, June 9-11th, 2022 prior to the completion of a participating team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament.

23. Both teams, winning and losing, will turn in completed Game Cards to the Tournament Headquarters within 15 minutes after each game. Any coach refusing to sign a game card will be suspended from their next game.

24. Net and Flags: Will be provided by the tournament

25. Refunds are not given to any team that withdraws from the tournament after being accepted to the tournament. All teams not accepted to the tournament will be refunded in full.

26. Any team that withdraws from a tournament less than two weeks from the start of a tournament or does not complete all required scheduled games:

- a. North Texas Soccer Teams – may not be allowed to enter any sanctioned tournaments until said team appears before the North Texas Soccer Cup & Games Committee. The committee may issue
- b. All other teams – will be reported to the appropriate organization.

For any assistance needed during the tournament, see a staff member or visit the tournament headquarters. sanctions to include suspension from tournament play.

The Carrollton-Farmers Branch Soccer Association will host the 16th Annual Spring Bash Tournament on June 3-5th. There will be divisions for Under 6 through Under 19 Recreational teams, Under 7 through Under 10 Academy teams, and Under 11 through Under 19 Competitive teams. Every team is guaranteed a minimum of 3 games and will be played at Cox Soccer Fields, RE Goode, or Veteran's Park.

*This tournament features a rain out date of June 9-11th in the event that inclement weather prevents the tournament from starting.

*This is an unrestricted tournament. USYSA & US Club rosters will be accepted.

*The registration deadline is May 26th.