

2023 Dallas Texans Summer Festival Tournament Rules

1. Each team must have numbered alternate jerseys or numbered T-shirts available. Violators will be removed from the field and not allowed back on the field of play until player's equipment is corrected. Home Team is team listed first on schedule. Home Team will change jerseys if there is a color conflict. Teams will occupy one side of playing field, while parents and spectators will occupy the opposite side.
2. A game shall be declared a forfeit if a team is not ready to play at the published time within five (5) minutes of the mini games and within ten (10) minutes of the playoff games. Half time will be five (5) minutes.
3. A game shall be declared a forfeit by the Tournament Director if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing, with a one hundred dollar (\$250.00) cashier's check, money order or cash deposit, before the end of the game to the tournament field headquarters.
4. 11U – 16U teams will play Mini Games in preliminary, Quarter, Semi, and Final games. Half time will be 5 minutes. If teams are tied at the end of Quarter finals, games will go directly to penalty kicks. If teams are tied at the end of Semi or Final games teams will play overtime. If Semis and Finals are still tied after the full overtime has been played then penalty kicks. EACH ACADEMY TEAM will play 3 preliminary games. Only the top scoring teams will advance to the championship rounds. Each Academy team that will play 7v7 is allowed a maximum of 12 players on the roster. Each Academy team that will play 9v9 is allowed a maximum of 16 players on the roster. There are no guest players allowed on an Academy teams. Academy teams must submit the tournament roster provided by the tournament. An Academy player is only allowed to play on one team during the tournament and cannot "play up".

AGE DIVISION	ROSTER SIZE	LENGTH OF HALVES	BALL SIZE	OVERTIME
10U Academy 7v7	12	20 Minute	4	2 - 10 minute periods
10U Academy 9v9	16	25 Minute	4	2 – 10 minute periods
11U-12U 9v9	16	25 Minute	4	2 - 10 minute periods
12U 11v11	18	30 Minute	4	2 - 10 minute periods
13U-14U	18	30 Minute	5	2 - 10 minute periods
15U-19U	22	35 Minute	5	2 - 10 minute periods

5.a. Brackets with 3 or 4 teams that play each other within the bracket, the team with the highest total points will advance from the bracket. Three team brackets that play crossover games with other the other three team bracket, the two (2) teams with the highest total points of the two (2) brackets will advance. Preliminary games may end in a tie. If Quarter Final games end in a tie, FIFA "kicks" from the penalty spot 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-NO GOLDEN GOAL. If the game is still tied at the end of the second overtime period, IFAB "kicks" from the penalty spot will be taken to determine the winner

NTSSA scoring system for mini games will be as follows:

- a. 3 points for a win
- b. 1 points for a tie
- c. 0 points for a loss
- d. A forfeit game will be scored at a 3-0 win in calculating games points for tiebreaker determination.

b. 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. Goal differential - team with highest goal differential against opponents will advance (maximum of 5 goals for differential).
- b. Highest number of goals scored in overall competition.
- c. Head to Head game results - winner will advance.
- d. Least number of penalty points (caution = 1, send off = 2).
- e. Penalty kicks.
- f. Tournament Director's decision.

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is eliminated. Then for the remaining teams tied, tiebreakers will be applied in order from the first tiebreaker until a winner is determined.

6. For 11U – 19U and for 10U teams that will play 9v9, each team must have a minimum of seven (7) players on the field to start the game. There must be a minimum of seven (7) to continue the game. For 10U teams that will play 7v7 there must be a minimum five (5) players to start and continue the game.

7. There will be free substitution, with the referee's 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 the referee stops the play
- At half time by either team
- In case of extreme heat, at the referees discretion

8. Any send-offs should be reported to the tournament field headquarters immediately following the game. Any player or coach sent-off shall automatically sit out the next played tournament game. 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. NTSSA card accumulation rules will be applied for this tournament. The Tournament Director or NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase a suspension at its discretion.

9. All referee decisions are final. No protests will be allowed, except for ineligible player.

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

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

12. In the event the referees are missing from the field, report immediately to your Field Coordinator. In the event the assistant referee(s) is not available, each team is required to provide a "club linesman".

13. If a game is played into the second 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. If a game is stopped before half time and the game cannot be completed or replayed due to time or field constraints, the result of the game can be determined by kicks from the mark.

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

15. All scores shall be turned into the Field Coordinator at each playing complex by the Referee as well by the managers of each team at the completion of each game. Failure to do so by the managers can result in the loss of standings points.

16. Net and Flags: These will be supplied by the complexes.

17. Any team that has been accepted and withdraws from the tournament after the deadline may not be allowed to enter any sanctioned NTSSA tournaments until said team appears before the NTSSA Cup & Games Committee for a hearing explaining their actions and will forfeit their entry fee and performance bond, if one has been posted.

18. The DTSC Fall Festival is a stay to play tournament. This means that all teams that require hotel accommodations must use an approved tournament hotel and make all reservations through Travel All Seasons.

19. In case of rain - HARD RAIN, NOT A SPRINKLE - call the headquarters hotel or Dallas Texans S.C. Hotline, (972) 738-9988, (touch 4 to reach the tournament line and follow instructions) before you leave for the game. If inclement weather cancels the tournament 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.

For any assistance needed, contact the tournament director at rayhirsch@gmail.com or call the tournament hotline at (972) 738-9988, touch 4 to reach the tournament line.