# 2026 North Texas Soccer Tournament of Champions Rules

1. Each team must have unique numbered jerseys. Alternate jerseys or numbered T-shirts must be available with a unique number for each player. Pennies may be used over the jersey to resolve color conflicts. A goalkeeper is not required to have a number on his jersey but should be identified by number on the roster. 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 the team listed first on schedule. Home Team will change jerseys if there is a color conflict.

2. Teams/players will occupy one side of the field; spectators will occupy the opposite side of the field. At complexes that are not set up for teams/players to be on the opposite side of the field from spectators; Home Team will occupy either the North or West side of playing field.

3. A game may be declared a forfeit by the Tournament Director if a team is not ready to play within ten (10) minutes of the published game time or within ten (10) minutes of the end of the previous game on the field in the event games are delayed for any reason. At halftime the teams must be ready to resume play within five minutes of the referee's designation.

4. All referee decisions are final. The only protests allowed are for ineligible player or for 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 must be submitted to the Tournament Committee at the complex Headquarters immediately after the game ends. All protests must be written, and the one hundred dollars ($300.00) protest fee must be paid by cash, money order, or cashier's check when the protest is submitted.

5. Each player, when present at a game, shall be required to play a minimum of 50% of the time, unless the player's time has been reduced for medical or disciplinary reasons, in which case the coach must notify the player and the opposing coach prior to the beginning of the game that the minimum time has been reduced (non-attendance at practice and non-payment of fees may be cause for disciplinary action). Please report any issue to the Site Coordinator prior to the start of the second half. If the Cup and Games Committee determines that a coach has violated the 50% playing rule, the game may be considered a forfeit, and the coach will be suspended.

6. Teams will play mini-games in the preliminary Quarter-final and Semi-final Rounds. Semi-Finals will go directly to Kicks from the Mark. Final games will be full length, and both overtime periods must be played **(finals only).** Halftime will be five (5) minutes.

| Division | Mini-Game Length | Full Game Length | Ball Size | Overtime |
|---|---|---|---|---|
| 9U-10U | 20 Minute Halves | 25 Minute Halves | 4 | 2-5 Minute |
| 11U-12U | 25 Minute Halves | 30 Minute Halves | 4 | 2-10 Minute |
| 13U-14U | 30 Minute Halves | 35 Minute Halves | 5 | 2-10 Minute |
| 15U- 16U | 35 Minute Halves | 40 Minute Halves | 5 | 2-10 Minute |
| 17U -19U | 35 Minute Halves | 45 Minute Halves | 5 | 2-10 Minute |

7. 12U and younger will not engage in heading. When a player deliberately heads the ball in a game, an indirect free kick should be awarded 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. If a player does not deliberately head the ball, then play should continue.

8. In brackets with three, four, or five teams that play each other within the bracket, the team with the highest total points will advance from the bracket. In a three-team bracket that plays crossover games with another three-team bracket, the top two teams with the highest total points of the two brackets combined will advance. Preliminary games may end in a tie. **If quarter-final and semi-final games end in a tie, IFAB kicks from the mark will determine the winner**. **Two overtime halves will be played if the final games end in a tie. If the game is still tied at the end of the second overtime period, IFAB kicks from the mark will determine the winner.**

   North Texas Soccer scoring system for mini-games:

   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 three (3)
   e) 1 point for a shutout (not allowing opponent to score)
   f) 0-0 tie is scored as 4 points for both team (3 points for the tie and 1 point for a shutout)
   g) A forfeit game will be scored as a 3-0 win in calculating mini-games points for tiebreaker determination
   h) No Show forfeits will not be scored and no games involving the team that failed to show will be included in the calculations for advancement

When determining "Wild Cards" if needed, the team(s) from all brackets with the next highest number of points will be selected after all bracket winners have been chosen. Age brackets that contain flights with different numbers of scheduled games, points will be determined on a 10-point system. All teams will divide points by total games scheduled in order to obtain equality with all brackets.
North Texas Soccer tiebreaker system for mini-games will be as follows:

If two or more teams are tied in points after their mini-games are completed, the following tiebreaker procedures will be used to determine which team advances:

a) Head-to-head game results – winner will advance
b) Most number of shutouts – the team with most shutouts will advance
c) Goal differential – the team with the highest goal differential against an opponent will advance (Maximum goal differential per game is five. Example: A 7-0 game = 5-0 in calculating advancement; an 11-5 game = 10-5 in calculating advancement.)
d) Fewest goals allowed - a team with the fewest goals allowed will advance.
e) Fewest accumulation of caution points, with 1 point for yellow and 2 points for red.
f) IFAB Kicks from the mark

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement. In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, then the same tiebreaker procedures are used with the exception that game averaging to determine b, c, d, and e, will be used. If the wild card comes from the same bracket the semifinals pairings will be adjusted.

9. No Shows, Forfeits, Team Drops:
    a) If a team drops after the schedule has been published but prior to the start of the tournament, they will be listed on the schedule as "**Team Dropped**". The opponent is not required to show up for this game.
    b) If a team does not show up for any game of the tournament, that team WILL NOT be allowed to advance from pool/bracket play. This includes failing to show up and play the third game of pool/bracket play thinking they have already qualified for advancement.
    c) If a team does show up but is not able to field the minimum players, or during the game, their numbers fall below the required minimum to continue the game will be considered a forfeit and will be scored as 3-0 and included in the calculation for advancement.
    d) If a game is forfeited due to failing to adhere to the 50% minimum playing time requirement, the game will be scored as 3-0 and included in the calculation for advancement.

10. 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) players to continue the game. In 9U and 10U play, each team must have a minimum of five (5) players to start and to continue the game. Maximum roster sizes:
    a) 9U – 10U, maximum roster size is 12
    b) 11U – 12U, maximum roster size is 16
    c) 13U – 14U, maximum roster is 18
    d) 15U – 19U, maximum roster is 22

11. 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 (the opposing team may substitute when the team in possession subs)
    - Prior to a goal kick
    - After a goal by either team
    - After an injury by either team when the referee stops the play
    - At half-time by either team
    - At the referee's discretion

12. Any send-off must be reported to the Tournament Committee at the complex Headquarters immediately after the game ends. Any player or coach sent- off (other than on account of receiving two cautions in the same game) 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). 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. 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). 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 may remain on the player bench for the remainder of the game, provided they do

not continue to be a disciplinary issue. If the referees or tournament committee ask the player to leave the bench area, the Cup and Games Committee may increase the suspension at its discretion. Any coaches or spectators sent off must leave the fields and go to the parking lot.

13. The Cup & Games Chairman, Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament. The decision of the Cup & Games Chairman or Tournament Director is final in all matters. No appeals will be allowed beyond that point.

14. In the event the referee or linesmen are missing from the field, immediately notify the Tournament Committee at the complex Headquarters. In the event the linesmen are not available, each team is required to provide a club linesman – whose only duties are to assist the referee with the ball being in and out of play all other decisions will be made by the referee.

15. If any 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.

16. In the event of inclement weather, the format for tournament play and/or completion of the tournament will be determined by the tournament committee. This may include deciding a game or games solely by IFAB kicks from the mark.

17. All scores will be turned in to the complex Headquarters by the winning team or, in case of a tie, the home team will turn in before leaving the fields.

18. 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, 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 sanctions to include suspension from tournament play.

19. In case of rain, HARD RAIN, NOT A SPRINKLE, visit the North Texas Soccer website at www.ntxsoccer.org for Tournament of Champions weather-related updates. 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 costs of the tournament.

# 2026 North Texas Soccer Tournament of Champions Rules
# Modifications for 9U and 10U

**The Field**

Markings:

a) Distinctive lines not more than five inches wide
b) Halfway line across the field
c) Center circle with an eight-yard radius
d) Four corner arcs, each with a two-foot radius
e) Goal area: six yards from each goal post and six yards into the field of play joined by a line drawn parallel with the goal line
f) Penalty area: fourteen yards from each goal post and fourteen yards into the field of play joined by a line drawn parallel with the goal line
g) Build out line on both halves of the field parallel with the goal line

- Build out line is used to promote playing the ball out of the back in an unpressured setting
- When the goalkeeper has the ball in-hand, the opposing team must move behind the build out line until the ball is put into play by the goalkeeper
- Once the opposing team is behind the build out line, the goalkeeper may pass, throw, or roll the ball to a teammate (punting and dropkicks are not allowed)
- The opposing team must move behind the build out line before a goal kick is taken
- Once the ball is put into play, the opposing team may cross the build out line, normal play resumes

**The Ball**

Size four (4)

**Number of Players**

Maximum number of players on the field at any one time is seven; one of whom must be a goalkeeper

**Fouls and Misconduct**

Will conform to IFAB Laws of the Game with the following exceptions:

1. Offside Offenses:
   a) The build out line will be used to denote where offside offenses can be called
   b) Players cannot be penalized for an offside offense between the halfway line and the build out line
   c) Players can be penalized for an offside offense between the build out line and the goal line
2. Goalkeeper Punts or Dropkicks:
   a) If the goalkeeper punts or dropkicks the ball, and indirect free kick should be awarded to the opposing team from the spot of the offense
   b) If the punt or dropkick occurs within the goal area, the indirect free kick should be taken on the goal line or parallel to the goal line at the nearest point to where the infraction occurred
3. Free Kick, Penalty Kick, or Corner Kick: Opponents must be eight (8) yards away from the ball before kick is allowed