

FLAMEFEST COMPETITIVE / ACADEMY TOURNAMENT

RULES & REGULATIONS

I. LAWS OF THE GAME

All games shall be played in accordance with FIFA and NTSSA Laws, except as specifically modified by these rules.

II. PLAYERS AND RESERVES AGE AND ELIGIBILITY

Participation in the FLAMEFEST is open to accepted teams composed of 18 or fewer players (including up to 5 guest players) for ages U11 thru U16; and 22 or fewer players (including up to 5 guest players) for ages U17 thru U19.

Player ID cards will be required for all players on Non-NTSSA teams. They will be checked at registration and they may be checked prior to each game.

Each Academy Team will play 3 preliminary games. Only the top scoring teams will advance to the championship rounds. U10 Academy team's roster is allowed a maximum of 16 players. There are no guest players allowed on an Academy team. U10 Academy teams will play 11v11. Academy teams must submit the tournament roster provided by the tournament (no other form of roster will be accepted). An Academy player is only allowed to play on one team during the tournament.

III. GAME PROCEDURES AND CONDUCT

- A. The players, coaches, team managers, and team medical personnel (if any) on each team will occupy designated areas of the field. All parents and spectators will occupy the opposite side of the field. Spectators, parents, siblings, etc. are not allowed to stay on the players' side of the field during the game. Only rostered adults may occupy the players area with no more than three (3) allowed at any time during the game.
- B. Both teams are required to turn in the completed game card immediately after each game. Failure to do so may result in forfeiture. Referees will turn in the game day roster with any misconduct recorded.
- C. Players must have different colored home and alternate jerseys with the same permanent number on each jersey.
- D. The first team listed in the schedule is the HOME TEAM.
- E. The HOME TEAM will wear white or predominantly light colored jerseys and the VISITOR TEAM will wear predominantly dark jerseys. Referees will change in case of team color conflict.
- F. Each Team is required to provide the referee with a suitable game ball prior to the beginning of the game. The referee will select one to be used during play and return the ball to the providing team at the conclusion of the game.
- G. The games will begin at the scheduled game time or when the prior game on a field is finished, whichever is later. Any team not ready to play at the scheduled game time or when the field is available will forfeit. No allowance will be made for late arrivals. Each team must have at least 7 players to start a game; and 7 eligible players to continue a game. If a team has 7 players when the game is ready to begin, the game will begin. No time allowance will be made for additional players to arrive. Referees will notify the complex tournament headquarters of any late starts.
- H. During bracket play, no overtime will be played. Bracket round games may end in a tie.
 - I. In the playoffs, the losing team is eliminated from the competition.
- J. Players, coaches, and spectators are expected to conduct themselves within the spirit of the Law as well as the letter of the Law. Failure to comply may be cause for removal from the soccer complex or facility including removal or your team from the tournament.
- K. Alcoholic beverages are not permitted at the game sites or in the parking lots. Teams caught with alcohol will be dismissed from the tournament.
- L. Please leave the fields and the team areas clean after each game.

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IV. LENGTH OF GAMES

Game lengths are determined by the tournament committee. For the bracket rounds, games will be ten (10) minutes short of full length for U11 thru U19 age groups. Semi and Final games will be full length for these age groups.

| AGE GROUP | BRACKET GAMES | SEMI-FINAL GAMES | CHAMPIONSHIP GAMES |
|-----------|---------------|-----------------------|-----------------------|
| Academy | 2 X 25 | 2 X 25 - 2 X 10 O.T.* | 2 X 25 - 2 X 10 O.T.* |
| U11-U12 | 2 X 25 | 2 X 30 - 2 X 10 O.T.* | 2 X 30 - 2 X 10 O.T.* |
| U13-U14 | 2 X 30 | 2 X 35 - 2 X 10 O.T.* | 2 X 35 - 2 X 10 O.T.* |
| U15-U16 | 2 X 30 | 2 X 40 - 2 X 10 O.T.* | 2 X 40 - 2 X 10 O.T.* |
| U17-U19 | 2 X 30 | 2 X 45 - 2 X 10 O.T.* | 2 X 45 - 2 X 10 O.T.* |

*Two 10 minute over- time periods will be played, if no team has scored by the end of the 2nd 10-minute overtime period, the game will be determined by FIFA “kicks” from the penalty spot to determine the winner.

V. MINIMUM NUMBER OF GAMES

For the competitive teams, U11 thru U19 age groups, three (3) games minimum will be provided. Each Academy Team will play 3 preliminary games, and only the top scoring teams will advance to the championship rounds.

VI. GROUPINGS

- A. Teams will be divided into groups of three (3) or four (4) team brackets, depending on the number of teams in the age division. Some groups in some age divisions will play cross-over games within the age division.
- B. The method of advancement to the semifinal playoff round will be dependent upon the number of teams in each age division and will be explained on the tournament schedule.

VII. GROUP RANKING

- A. Brackets with three (3) or four (4) teams that play each other within the bracket, the teams with the highest total points will advance from the bracket. Three (3) team brackets that play crossover games with other three (3) team brackets, the two (2) teams with highest total points will be the teams that advance. Additional “wild card” teams that advance will be the next highest point totals in combined brackets. 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 tie, two 10 minute overtime halves will be played; and if the game is still tied at the end of the second overtime period, FIFA “kicks” from the penalty spot will be taken to determine the winner.
- B. NTSSA scoring system for bracket games will be as follows:
 - a) Win - 6 Points
 - b) Tie - 3 Points
 - c) Loss – 0 Point
 - d) 1 point per goal scored in the game with a maximum of 3
 - e) Shut Out – 1 Point
- C. THE TIE BEAKERS ARE DETERMINED AS FOLLOWS:
 - a) Head to Head Competition
 - b) Goal Differential
 - c) Most Goals Scored
 - d) Fewest Goals Allowed
 - e) Penalty Kicks

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- (A) Winner of head-to-head competition. If this was a draw, or if the teams didn't play each other, then placement is determined by:
- (B) Goal differential - subtract total goals allowed from total goals scored (in all bracket round games). Figure the goal differential per game, and then add the goal differentials together for the total. A maximum of 5 goals per game will be allowed. Example: 7 – 0 game is only 5 goal differential. The team with the highest goal differential will advance. If still tied, then:
- (C) Most goals scored in all preliminary round games - maximum of 5 goals differential (for tie-breaking purposes only). Example: A score of 10-3 will be counted as if it was 8-3. If still tied, then:
- (D) Fewest goals allowed in all preliminary round games. If still tied, then:
- (E) FIFA kicks from the penalty mark. Each team will take five alternating kicks. The team with the most goals after the five kicks will advance. If they are still tied, then alternating FIFA 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 twice.

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 FIFA kicks at a moment's notice if necessary.

- C. 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.
- D. If three or more teams are tied on points, the ranking will be determined by applying all tiebreakers until one team is eliminated. If a three-way tie still exists then:
 - (1) Then penalty shots 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. 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.

VIII. PLAYOFF ROUNDS

- A. Playoff rounds will consist of a semi-final and final game. In age groups of more than sixteen (16) teams, quarterfinal games will be played.
- B. If two teams who played each other in bracket play are scheduled to play each other in the quarter or semifinals, the pairings will be changed. The switching of positions will be determined by the Tournament Committee. However, if changing the pairings will not alleviate the situation, the original pairings will be used.
- C. In playoff competition, two ten (10) minute overtime periods will be played in U-9 to U-15 with a two (2) minute interval. If the game is still tied, FIFA penalty shots will be taken to determine who advances. (Tournament officials may shorten the overtime periods if necessary to help keep the games on time.)
- D. Only those players on the field at the end of the second overtime period are eligible to take the FIFA penalty shots.

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IX. SUBSTITUTIONS

A. Unlimited substitutions may be made, with the consent of the referee, at the following times.

- (1) Prior to a throw-in, by the team with possession of the ball.
- (2) Prior to a goal kick by either team.
- (3) After a goal by either team.
- (4) At half time and prior to the beginning of an overtime period.
- (5) Anytime at the discretion of the referee.

B. Limited substitution may be made, with the consent of the referee, on a one-for-one basis for an injured player.

X. RED CARDS and SEND OFFS

- A. Any player, coach, or team official receiving a RED CARD/SEND OFF will be ejected from the game and suspended from playing/coaching in the following game, for that team.
- B. Two (2) yellow cards in one game is equivalent to a RED CARD AND WILL SIT OUT THEIR NEXT GAME.

XI. PROTESTS

All referee decisions are final. No protests are allowed, except for the use of an ineligible player. The Tournament Committee is empowered to make all decisions regarding competition during the tournament. All decisions are final. No appeals will be allowed.

XII. FORFEITS and TEAM WITHDRAWAL

- A. A forfeit in bracket competition will be awarded as 10 points for the win. For tie-breaking purposes, the score shall be set as the average of goals scored by the winning team (rounded up) against the average of goals given up by the winning team (rounded down). As a minimum, the score will be recorded as 1-0.
- B. Any team that forfeits a game cannot advance.
- C. Forfeits in playoff rounds will be recorded as 3-0 games.
- D. Teams withdrawing once accepted and scheduled will not be invited to the FLAMEFEST for the next year and will forfeit their entry fee to the tournament. Teams will also be reported to their home state association for disciplinary action.

XIII. WEATHER PROVISIONS

- A. In the event of inclement weather, the Tournament Committee will have the authority to relocate, reschedule, and/or change the duration and/or format of any game(s), or cancel any games that have no bearing on group rankings. If games are suspended, teams and spectators should go to the parking lot and stay in their cars – DO NOT LEAVE THE COMPLEX UNTIL YOUR COACH OR MANAGER INFORMS YOU THAT THE GAMES ARE CANCELED.

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- C. In case of inclement weather, please call the tournament hotline for updated field conditions. It is each team's responsibility to check with the Hotline for schedule/field changes

XIV. GENERAL

- A. Under no circumstances whatsoever, will the FLAMEFEST Tournament or Tournament Committee, be responsible for any expenses (including the tournament entry fee) incurred by any team. This includes any situation where the Tournament or any game(s) are canceled in whole or in part.
- B. The Tournament Committee's interpretation of these rules shall be final.
- C. The Tournament Committee reserves the right to decide on all matters pertaining to this tournament.
- D. All rules not provided for here will refer to the NTSSA, USYS, and FIFA rules for application.

XV. REFUND POLICY

- A. If inclement weather cancels the tournament prior to the start of the first scheduled game; a maximum of 50% of the entry fee will be retained by the tournament to cover the start-up cost of the tournament.