

BTX HEROES CUP

Tournament Rules

The BTX Heroes Cup tournament rules are outlined as follows:

1. Team Eligibility and Guest Players

- a. BTX Heroes Cup is sanctioned through NTSSA and only NTSSA rosters are permitted.
- b. All participating players must be registered thru NTSSA.
- c. Guest players must have Guest Player Release Form completed and signed by all parties to be eligible to play.
- d. All players, including guest players, must be listed on teams' official roster prior to check-in.
- e. A player MAY play on two different teams in the tournament provided the following criteria are met:
 - i. Teams are in two different age groups or divisions (Rec / Academy)
 - ii. Player is age eligible for both age groups
 - iii. Player is listed on official roster for both teams prior to check-in
 - iv. Player must play in their recreational game if they are scheduled to play in a recreational and academy game at the same time

2. Player Jerseys / Numbers

- a. Each team must have unique numbered jerseys. No two players may have the same number. Pennies may be used over the jersey to resolve color conflicts.
- b. Number worn on main or alternative jersey must match official roster. No exceptions.
- c. Goalkeepers are not required to have a number on their jersey but should be identified by number on the roster.
- d. Jerseys must have matching main color but do not have to be identical in style. Referee has final say in determining color confusion. If a referee orders a jersey color change, the team must comply.
- e. Home team is listed first on the schedule. Home team will wear white or light colored jerseys (academy / competitive). Away team must not wear white jerseys. Home team is responsible for jersey changes if necessary. Recreational teams will use pennies to resolve color conflicts.
- f. Shin guards must be age appropriate and covered by socks.
- g. Metal cleats/studs are not allowed.
- h. Violators will be removed from the field and not allowed back on the field of play until player equipment is corrected.

3. Team Bench

- a. Team players and coaches are to be on the opposite side of the field from spectators. Only rostered players, coaches, assistant coaches, trainers and team managers are

allowed the sideline bench area. The home team will occupy either the North or East side of the playing field.

4. Spectator Areas

- a. Spectators are to be on the same half of the field across from their team bench. No one may spectate or loiter behind the goal line and up to the 18 yard line/penalty area line on either end of the field.

5. Match Ball

- a. Both teams will provide a match ball for the referee to choose from. The referee may choose to use both balls with one being a backup.

6. Protests

- a. The only protests allowed are for ineligible player. All protests must be reported in writing to the Tournament Director, with a \$100 cashier's check, money order, or cash. If team wins protest, money will be refunded to the team.

7. Match Format

- a. Please see game matrix listed at www.btxheroescup.com for more information.

ACADEMY / COMPETITIVE MATRIX

DIVISION	COST	FORMAT	MAX ROSTER	GUESTS	GAME LENGTH (MINI/FINAL)	BALL SIZE
U7/U8	\$350	4V4	8	NO	10 MIN QUARTERS / 10 MIN QUARTERS	3
U9/U10	\$450	7V7	14	NO	25 MIN HALF / 25 MIN HALF	4
U11/U12	\$600	9V9	16	5	25 MIN HALF / 30 MIN HALF	4
U13-U16	\$650	11V11	18	5	30 MIN HALF / 35 MIN HALF	5
U17-U19	\$675	11V11	22	5	30 MIN HALF / 35 MIN HALF	5

RECREATIONAL MATRIX

DIVISION	COST	FORMAT	MAX ROSTER	GUESTS	GAME LENGTH (MINI/FINAL)	BALL SIZE
U7/U8	\$250	4V4	8	5	10 MIN QUARTERS / 10 MIN QUARTERS	3
U9/U10	\$300	7V7	14	5	25 MIN HALF / 25 MIN HALF	4
U11/U12	\$350	9V9	16	5	25 MIN HALF / 30 MIN HALF	4
U13-U14	\$375	11V11	18	5	30 MIN HALF / 35 MIN HALF	5
U15-U16	\$400	11V11	18	5	30 MIN HALF / 35 MIN HALF	5

8. Scoring System

- a. Pool play games may end in a tie. Overtime rules only apply to semi-finals and finals. Quarter finals and 3rd place consolation games, ties go straight to penalty kicks to determine the winner.
- b. Scoring system for preliminary pool games will be as follows:
 - 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. A forfeit game will be scored at a 3-0 win in calculating pool play points for tiebreaker determination.
- c. Tournament director reserves the right to remove any team from the tournament and/or make them ineligible for the play-off rounds for intentionally forfeiting a game(s).

9. Intentional and Unintentional Forfeits

- a. Forfeits may be declared for the following reasons, but not limited to:
 - i. A team has not arrived and on the field after 10 minutes of the scheduled start time
 - ii. Teams with the minimum number of players within 10 minutes of the scheduled start time refusing to take the field
 - iii. Game abandonment
 - iv. Players, coaches, or spectators refusing to leave the complex (see rule #13)

10. Game Cards or Game Reports

- a. If using game cards, the winning team will turn in. In the case of a tie, the home team will turn in the game card. Please verify the referee has accurately recorded the field number, game time, team names, score, and misconduct. If using game reports, both teams must turn in the game reports after each game to the tournament headquarters at the complex where the game was played.

11. Tiebreaker System

- a. If two teams are tied in points after their preliminary pool games are completed, the following tiebreaker procedures will be used to determine the team advancing:
 - i. Head to head game results – winner will advance
 - ii. Most number of “shutouts” – team with most number of “shutouts” will advance
 - iii. Goal differential – team with highest goal differential against opponents will advance (maximum of 5 goal differential). Example – a 7-0 game will count as 5-0 for goal differential calculation.
 - iv. Fewest goals allowed – team with fewest goals allowed will advance
 - v. Fewest accumulation of caution points, 1 point for yellow and 2 points for red

- vi. Kicks from the mark aka penalty kicks (see section #25 for penalty kick procedures for 4v4)
- b. 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 tie breakers are used with the exception that averaging to determine ii, iii, iv, and v will be used. If more than two teams are involved in a tie, tie breaker number 2 will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5, the team that applied first will sit out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then “play” the team sitting out, (kicks from the mark), the winner will advance.

12. Substitutions

- a. There will be free substitution, with the referee’s consent at the following times:
 - i. A player receiving a yellow card (the player carded only)
 - ii. Prior to a throw-in for the team in possession only
 - iii. Prior to a goal kick
 - iv. After a goal
 - v. After an injury by either team when the referee stops play
 - vi. At half-time
 - vii. At the referee’s discretion

13. Send off Disciplinary (See #9)

- a. An official send-off is when the referee ejects the player or coach from the remainder of the game and fills out a misconduct report. Any send-offs should be reported to the Tournament Director immediately following the match. Any players or coaches sent-off by the referee must leave the complex in a timely manner by at least, going to the parking lot or tournament headquarters and having no form of communication with the team. If their parent or guardian is not in attendance, they may report to the tournament headquarters with a manager or a team parent until the game has concluded.
- b. Coaches and managers are responsible for the player’s and parent’s behavior. A “ZERO TOLERANCE” policy will be enforced by BTX Heroes Cup. See ZERO TOLERANCE policy for more information. Anyone removed by BTX Heroes Cup tournament staff for violation of the ZERO TOLERANCE policy will not be allowed to reenter the facility for the remainder of the tournament.

14. Match suspensions

- a. Tournament Director reserves the right to adjust match suspensions.
 - i. Any player or coach officially sent-off shall automatically sit out the next played tournament game with the same team.

- ii. Any player receiving 3 cautions (yellow cards) in the tournament must sit out the next played tournament game with their team. If the third caution occurred in the last game of the tournament for that player, that player would be required to sit out of their next scheduled game played.
- iii. Any players or coaches sent off for fighting (punching, kicking, etc.), spitting, or is the player's second tournament send-off, is subject to expulsion from the remainder of the tournament.

15. All Referee Game Decisions are Final

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

17. Tournament Director decisions are final in all matters. No appeals will be allowed beyond that point.

18. Non-Acceptance: BTX Heroes Cup reserves the right to HOST or NOT HOST any team, club, coach, parent as a customer for any reason deemed necessary.

19. In the event the referee or linesmen are missing from the field, report immediately to Tournament Headquarters. In the event the linesmen are not available each team will be required to provide a "team linesman".

20. Nets and flags are provided by the tournament.

21. Inclement Weather Policy

In the event a game needs to be stopped due to inclement weather, lighting etc. you will be notified by one of the following methods:

- a. Lightning detection siren (Bartlett Soccer Complex)
- b. BTX Heroes Cup on-site staff
- c. Referee
- d. Air Horn

Move calmly to your cars and wait for further instruction. DO NOT LEAVE. Air horns will sound again or BTX Heroes Cup on-site staff will notify you that everything is all clear and you can return to the field.

Games will be suspended until 30 minutes after lightning has ceased within a 10 mile radius.

Inclement weather is a possibility in Texas and may cause delayed, abbreviated, or cancelled games. The tournament committee will do our best to reschedule cancelled games in order for the teams to play all of their games. Games may be postponed, shortened, or moved to a different site to achieve this goal. Tournament Director reserves the right to cancel games due to inclement weather. Facilities are leased by BTX Heroes Cup and facility owner(s) reserve the right to cancel games/tournament due to inclement weather. Preliminary matches terminated after 20 minutes of play due to inclement weather may be considered final by Tournament Director.

In the event of inclement weather, every attempt will be made to avoid cancellation. All communications with regard to schedule changes/modifications will be made directly with the coach and/or team manager listed in GotSport.

No Games Started – If inclement weather cancels the tournament PRIOR TO THE COMPLETION OF A TEAM'S FIRST SCHEDULED GAME, BTX Heroes Cup WILL RETAIN A MAXIMUM OF FIFTY PERCENT (50%) OF THE TEAM'S ENTRY FEE to cover the start-up cost of the tournament. A minimum of 50% of registration fees paid is allocated to unrecoverable costs associated with up front event planning. Money retained in this scenario pays for the months of staff hours, deposits, and actual costs incurred leading up to a tournament event. As such this amount is non-refundable in the event of inclement weather tournament cancellation. Typically this happens when rain and/or snow moves in on Thursday or Friday immediately before the tournament begins, or any other forced cancellations outside of our control. Credits can be used for BTX Heroes Cup only.

Games Started – BTX Heroes Cup will not offer credit or refunds of any kind once the team's first scheduled game has been played.

22. If a game has played one full half (is, at least, AT halftime) but is stopped short of full time, other than acts on the part of one of the teams or its spectators (See #9), the game shall be considered complete.
23. In the event of inclement weather, park closure, or any other forced cancellations outside of our control, the format for tournament play and/or completion of the tournament will be determined by the Tournament Director. Every attempt will be made to avoid cancellation. All communications with regard to schedule changed will be made directly with the coach and team manager listed within GotSport.
24. Tournament cancellation post pool play games completion (declared division winners)
 - a. Points acquired during pool play will determine division winners.
25. Any team that withdraws from a tournament or does not complete all required scheduled games, will not receive any refund and may be banned from future BTX Heroes Cup tournaments.
26. Once game temperature exceeds 90 degrees, the Tournament Director may institute water breaks (mandatory or referee's decision). The water breaks would occur in 1st and 2nd halves of play and the official time will not stop.
27. No heading allowed in U11 or below. When a player deliberately heads the ball in a game, an indirect free kick (IFK) 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.

28. 7v7 Standards of Play

- a. Build out line
- b. The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.
- c. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- d. The buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.
- e. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play.
- f. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

29. 4v4 Standard of Play

- a. Restarts
 - i. When the ball goes out of bounds via the touch line, the restart will be a throw in.
 - ii. Direct and Indirect kicks are awarded to the opposing team of a player guilty of an offense under normal FIFA rules.
- b. Penalty Kicks
 - i. Penalty kicks in 4v4 games are only awarded if the referee feels that the foul stopped an obvious goal scoring opportunity. Penalty kicks are direct, and are taken from anywhere on the midfield line, will all other players behind the midfield line. Penalty kicks are not live balls. If no goal is scored, the defense is given a goal kick.
 - ii. In kicks from the mark scenarios to determine a game winner (overtime) or settle tie-breakers, each team will line up its four players behind mid-field and follow the procedures above, kicking in order, alternating teams, like a traditional kicks from the mark scenario.

- iii. If after the first round of kicks (all four players from both teams) the score is still tied, the shooting spot will be moved back to a single spot half way between the mid-field line and the opposite goal line from the goal being shot at, centered between the sidelines. All players will be behind this spot. Then kicks from the mark will resume with kicks being taken from this spot until a winner can be determined.

